

AMIGA

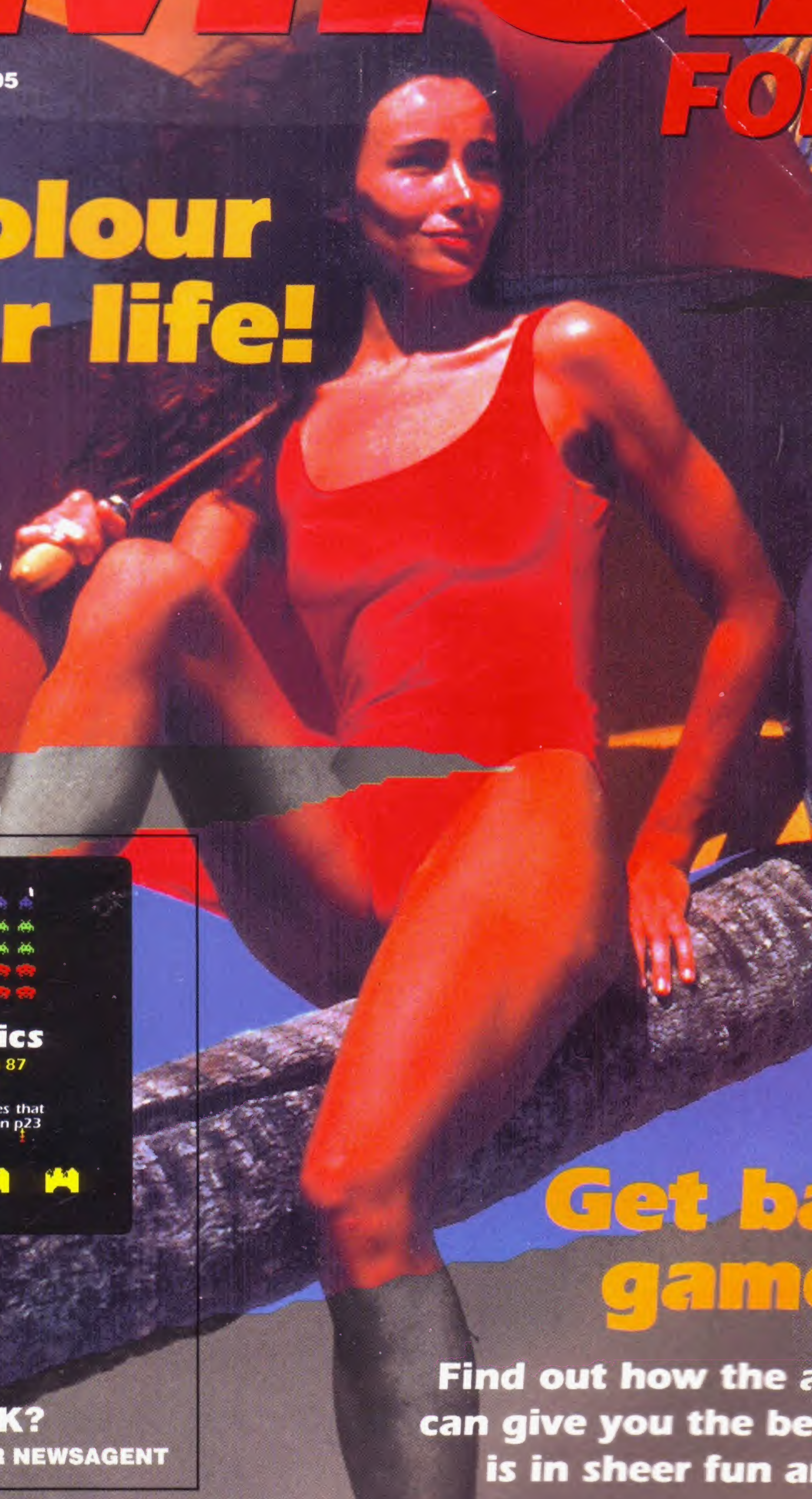
ISSUE 27 ■ OCTOBER 1991 ■ £2.95

FORMAT

Add colour to your life!

Reach the ultimate in computer graphics without spending a fortune

How 16,773,120 extra colours can change your life!



COVER DISK 27 AMIGA FORMAT



Arcade Classics

Amoeba Invaders, Pac-Man 87
Girl Actions, Hemroids

Play four of the oldies but goldies that star in our classic games feature on p23



Get back to gameplay!

Find out how the arcade classics can give you the best value there is in sheer fun and enjoyment

NO COVERDISK?

THEN ASK FOR ONE FROM YOUR NEWSAGENT



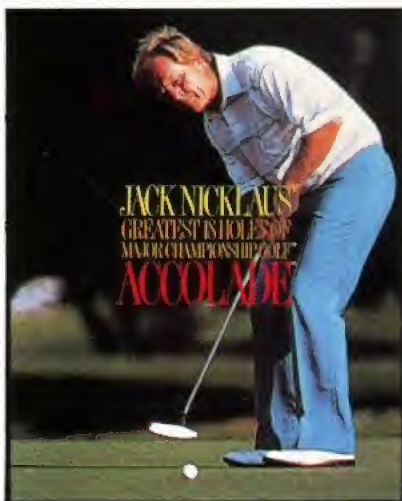
THE WORLD GOLF SIMULATIONS

FROM THE WORLDS GREATEST



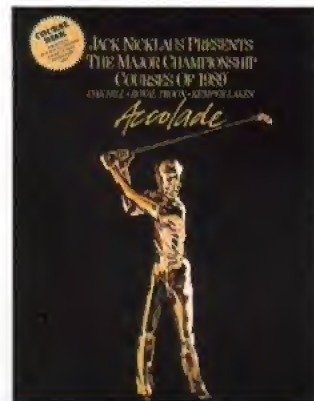
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A unique opportunity to share Jack's greatest passions – playing championship golf and designing the world's greatest courses.

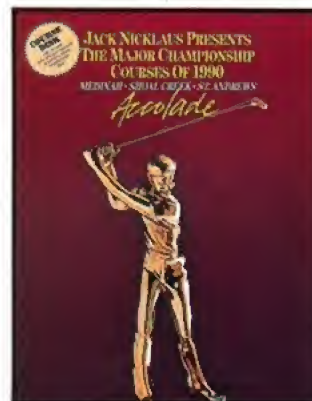


JACK NICKLAUS' GREATEST 18 HOLES OF MAJOR CHAMPIONSHIP GOLF™
Tee off on the most challenging 18 holes of championship golf – handpicked by the legend himself.

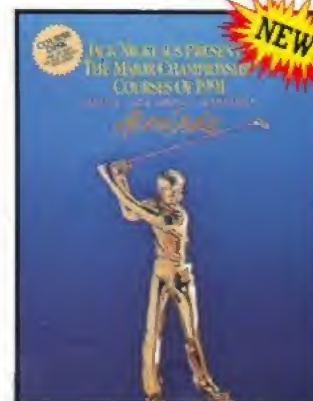
From tee to green, the Jack Nicklaus Collection of golfing simulations is truly "World Class". With five superb add-on disks developed exclusively for use with Jack Nicklaus' Greatest 18 Holes of Major Championship Golf and Jack Nicklaus' Unlimited Golf



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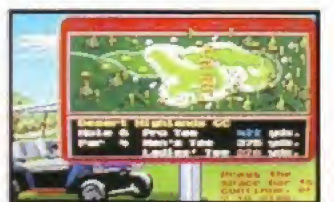
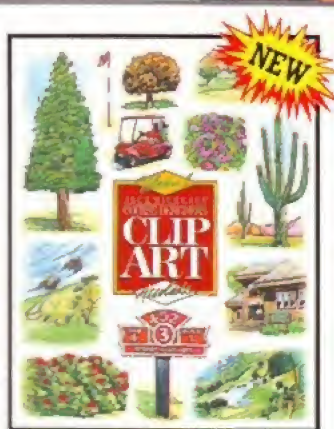
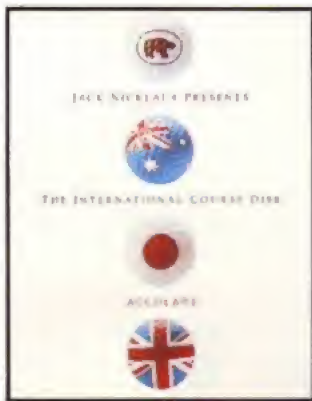
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AMIGA FORMAT 27 OCTOBER 1991

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Take advantage of our mail order bargains. See the Special Offers details on Page 186!

BACK ISSUES

Turn to page 178 to find out how to get 'em!

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Quote of the month:
"I need a vacation."

Member of the Audit Bureau of Circulations.

ABC

Registered Circulation

115,158

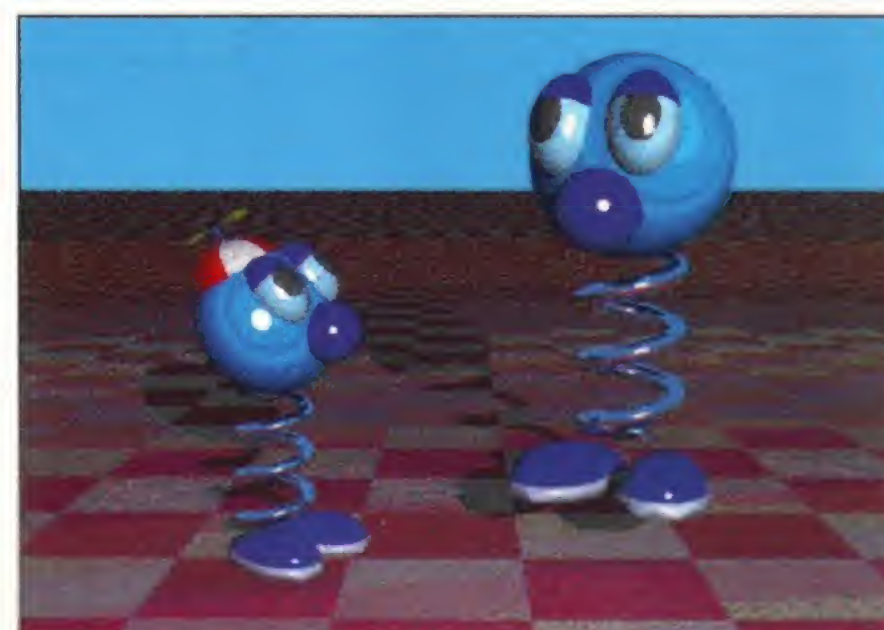
Jan - June 1991

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Poke a nose in the business of other Amiga owners



The latest developments for the Amiga are all in News: when will Workbench 2 arrive for the A500?



The PD Update section includes some fascinating new demos this month: check it out at once!

This month in

REVIEWS

- TV Paint** 40
It costs £900 but it's probably the most powerful paint package ever to hit the Amiga. Find out why...
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Until now, 24-bit colour looked like being too expensive for most of us: but it just got cheap. Check the results!
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If you need to get photographic full-colour images onto the Amiga, you need to scan them in. Here's how!
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Put a new computer inside your Amiga: you can have a Macintosh for a bargain price, or choose another...
- Novia A500 internal hard drive** 142
They said it couldn't be done, but ICD have proven them wrong with a 30Mb hard drive that fits in your A500.
- Prima A500 internal hard drive** 143
Better still, if you can afford the price this little beauty will pack a massive 105Mb storage into your A500. Wow!
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It's been a while since a new digitiser has been released, but this real-time marvel promises much. Can it deliver?



One way of buying a spare computer for a very low price is with an emulator. If you lust after a Mac, read the review of A-MAX2.



It's a first for the Amiga 500: this is the first time you've been able to install a tiny hard drive inside your computer. See the review to find out how well it performs...

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- Fly with Phillips!** 111
Your chance to fly a multi-million pound airliner, as Philips celebrate their new monitor bundle.
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Three fabulous Canon Ion image capture cameras to be won in Electronic Arts' Deluxe Paint IV compo



There are three of these fabulous Canon Ion capture cameras to be won!

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Why is it that the arcade classics are just as exciting today?

Somewhere over the Rainbow 38
How 24-bit colour takes the Amiga to the graphic extreme



Everyone remembers it as the first arcade game: but can it and its like still stand up to the games of today? Have some fun finding out...

From photo-realistic images to the very flashiest of computer graphics, 24-bit colour is bringing the Amiga the ultimate in graphic power.

AMIGA FORMAT

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CRUISE FOR A CORPSE
An Agatha Christie mystery in the Caribbean. Delphine 'dunnit', but who committed the dirty deed? Follow the clues on Page 78!



BLADE WARRIOR
A Hack and slasher in silhouette? Can a monochrome arcade adventure cut it? The axe falls on Page 75.



MAGIC POCKETS
Three Bitmaps and a baby! The latest Renegade extravaganza gets its first day out. Can they possibly have gone Gold again? Find out on Page 68!



RODLAND
Flower-collecting has never been so much fun! Crying sharks, splitting spuds and lethal lobsters stand in your way: try to rescue your mom on Page 92.

COVER DISK p17

Amoeba Invaders



Girl Actions



PacMan 87



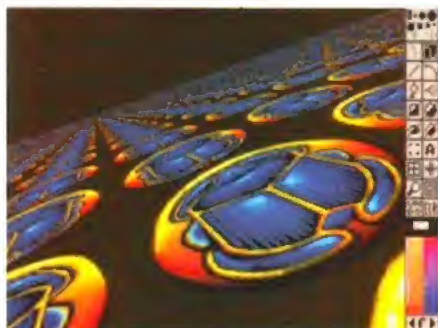
Hemroids



Do you long for the days when arcades were simple things you played rather than watched? When gameplay ruled the roost and the Amiga wasn't even a twinkle in Commodore's eye? The Golden Age of Arcades is revisited in the bonus bumper bundle of classic games on the Coverdisk. Dodge and blast the foul Amoeba Invaders back into the void, thrill to swooping aliens in Girl Actions, pack in the Power Pills in PacMan '87 and cure your Hemroids with the aid of laser cannon! Or you could just check out the Pic of the Month...

The new HAM-supporting DeluxePaint® IV will do more than turn a few heads.

It will also turn them inside out, upside down, spin them on an axis, or metamorphosise them into hairy rock stars before you can say "Tutankhamen".



With Hold And Modify (HAM) video mode, DeluxePaint IV offers a staggering 4096 colours. This means gradients that are smoother, more versatile and easier to define.

Not only can you paint in HAM, you can animate in it, too. Imagine brilliant images, rendered in 4096 colours, moving effortlessly across the screen.

DeluxePaint IV makes animation easy for you. The special LightTable feature allows you to review the last frame of animation while previewing the next.

Or choose two different images - say a caterpillar and a butterfly - and DeluxePaint IV will carry out an amazing metamorphosis between them in as many frames as you wish.

All these features are directed from a new video-style Animation Control that makes animating as easy as pressing a button.

So whether painting or animating, you can now achieve smooth, seamless effects of unbelievable subtlety.

But don't take our word for it.

Steve Franklin, Managing Director of Commodore Business Machines, described DeluxePaint IV as *"a stunning innovation and probably the best software package for this market"*.

Available 27th September 1991

£89.99



ELECTRONIC ARTS

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TO UPGRADE from previous versions of DeluxePaint, send the front cover of your manual with a cheque, postal order or credit card details including expiry date to the Direct Sales Department at Electronic Arts Ltd. An upgrade from DeluxePaint I costs £65, from II costs £55 and from III £45. Call 0753 549442 for details of this and the special videos which will help you make the most of DeluxePaint IV.





DEUTEROS

Actual 16 Bit Screens

THE NEXT MILLENIUM

It is the end of the 31st Century. Nearly one thousand years ago man colonised the moon, and from there created a range of human mutations which were left to develop other planets. At the same time, life on earth was destroyed by a cataclysmic climatic change.

Now the mutant races are at war with each other, and man has returned to Earth, rebuilt civilisation, and forgotten about past adventures.

Deep in Earth City, plans have been made to explore space again. The race has started to develop Earth's resources, to research new technology, to build for future adventures.

You must control the training, research, resources, production and stores of Earth City in a complex strategic battle to maximise the planet's supplies. You must construct and pilot the hi-tech space shuttles and ships needed for mankind to venture out into the furthest reaches of the war-torn solar system. Operation Deuteros has begun.

Available in August on Amiga & Atari ST

ACTIVISION

1 MEGABYTE BASIC AMIGA 500 IS HERE TO STAY

Despite the fact that Commodore have now released two Amiga 500 packs featuring an expanded 1Mb Amiga (originally the Screen Gems and now the Cartoon Classics bundle), but have still insisted that this certainly did not mean the end of the 512K Amiga. However, now it appears that they are changing their tune, which can only mean good news for all future Amiga buyers.

There is, however, one possible problem. Until now the 1Mb Amiga packs have included an A501 RAM expansion to provide the extra 512K, but Commodore seem set on replacing that with board-mounted chips to save on cost. The current architecture of the A500 PCB allows for the extra chips, but if they are fitted the trap-door slot underneath the Amiga can no longer be used, which would of course render such third-party devices as extra-large RAM expansions and possibly PC emulator cards as useless. The question is, why should Commodore worry?

WHERE'S THE AMIGA 500 CD-ROM DRIVE?

Amiga owners will get CD after Christmas: price to be £350-400

Despite previous rumours that we might see the launch of the Amiga 500 CD-ROM drive at the forthcoming *Amiga Format* World of Commodore Show, it now seems very likely that the device will not actually go on sale until immediately before Christmas. "I would hope that we can get a few in before Christmas, but realistically I'm looking at February of next year," reports Steve Franklin, Managing Director of Commodore UK.

The CD drive, currently known as the A690 by most people though even the name is not yet confirmed, will give the Amiga 500 owner access to all the CD-based software that is available for the CDTV. The new drive is ready for mass production in the States, but the delay to the UK market will simply be a question of supply.

Although a survey conducted jointly between *Amiga Format* and Commodore revealed that 74 percent of A500 owners would buy a CD-ROM unit if it cost £200-300, Commodore may well not be able to keep the price that low at first. As Steve Franklin, commented in trade magazine *CTW*, "Unfortunately, because it's new technology we can't do it at that price straight away, so you're looking at a £350-400 product.

"Even if that brings the number of buyers down to 30 per cent that's still 200,000 machines." This contrasts starkly with current UK sales of the CDTV, where only a few thousand have been sold to date. As we predicted in Issue 24's CDTV review, it seems that you, the Amiga owner, will determine the success of CD-based software.

STAR UNVEILS THE LC-20 - THE LC-10 FOR THE 90S



The pressure's on Star to match the phenomenal sales of their LC-10 printer, with the launch of its successor: the LC-20.

Star's best-selling LC-10 9-pin printer has been revamped and renamed for their push into the 1990s. The new LC-20 has a lot to live up to, the LC-10 has sold over 2.25 million printers worldwide. The LC-20, as it is now called, is a new design that keeps the quality and reliability of its predecessor but is faster (180 cps in draft, 45cps in NLQ), quieter and features better paper handling. Features include a 4K print buffer, tractor and friction feed and a built-in parallel interface. The LC-20 will be available from mid-September from all the usual sources.

Star Micronics 0895 252131

AL PACINO.IFF!



After the excellent *Cruise for a Corpse*, expectations are high for the adventure game based on the *Godfather* film, programmed by the same crew. Can Don Delphine cut it?

Delphine have released the first screens of the epic *Godfather* project. The French graphic adventure specialists who put *Cruise for a Corpse* together (see the review on Page 78) are in the early stages of designing a game that tells the entire *Godfather* tale. Little is known about how they aim to implement the multiple perspective aspect of the movie, but the early evidence shows great promise.

IS A PORTABLE AMIGA ON THE WAY?

Rumours are abundant in the Amiga world that an Amiga portable could be on the way. AmReport, the on-line news magazine on CIX, has been putting two and two together and getting an interesting sum. For example, the new developers' style guide insists that all new Amiga software should look good and be useable in mono, which suggests use on a black-and-white LCD screen. An Amiga portable developed independently of Commodore by a German firm never made its appearance. Why not? Did Commodore stamp on it, or take it up? Wait and see...

ADPRO II ADDS JPEG

ASDG are adding JPEG compression facilities to the next release of *Art Department Professional*. JPEG compression is an image compression standard created by the Joint Photographic Expert Group and is destined to be the new image compression standard across all platforms. This will allow images from Apple Macintoshes and PCs to be loaded into *Art Department Professional II* and let images created in *ADPro* also be exported to Macintoshes and PCs.

The most exciting thing about JPEG is the huge reductions in file size that the compression gives - ratios as high as 80:1 can be achieved with very little change in the quality of the image. What this will mean in practice is that a 1Mb image (about the size of an overseanned 24-bit plane) can be reduced to less than 30K - just imagine over 30Mb of images all fitting on just a single 3.5-inch disk!

Although at high compression ratios there is some loss of quality, *ADPro* will allow you to set the level of compression; higher for smaller files, lower to maintain optimum image quality. A date has not yet been announced for the release of this new version of *Art Department Pro*, but it will be available from all the usual sources.

HB Marketing 0753 686000.



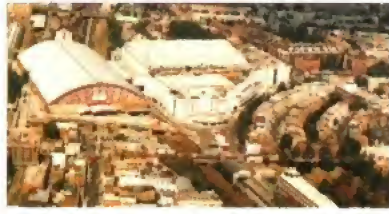
Is it real or is it JPEG? A 3Mb file becomes just 100K with the aid of the Joint Photographic Expert Group's compression system, now incorporated in *ADPro*. Can you tell the difference?

ALL THE TOP COMPANIES WILL APPEAR AT THE WORLD OF COMMODORE SHOW

The World of Commodore Show in November, sponsored by *Amiga Format*, is now certain to be the big event of the year for Amiga owners. Not only have most of the major UK games software houses confirmed that they will attend, but also the major American producers of hardware and serious software will be along too, as well as a cosmopolitan blend of firms from other European countries.

The event is now set to combine the gamesy appeal of the recently-cancelled September CES (normally the best place to get hands-on experience of the new games releases for Xmas, but it is now a trade-only event) with the Amiga-specific approach of the Commodore Show and the strong productivity/creativity leanings of the Ami-Expo events.

Among the top-name games software houses who will be showing off their new releases are Virgin, Mirrorsoft, Electronic Arts, Psygnosis, MicroProse, Gremlin and Mindscape, while Ocean and Entertainment International will confirm soon.



Earl's Court 2, venue for the biggest event of the year for all Amiga owners!

High-prestige American software and hardware manufacturers New Horizons and Supra will definitely have a presence, while Gold Disk, NewTek, Oxxi-Aegis and GVP are 90 per cent certain to be there. Among the UK Amiga producers to attend will be New Dimensions, Microdeal, Rombo and PanDAAL, while Mandarin and Digita are pretty certain to be showing their latest wares on their own stands too. Other familiar names from the distribution world include HB Marketing, Precision, Power, Surface, WTS and Checkmate.

The trade-only day of the show is to be sponsored by the highly-respected computer trade magazine *CTW*. After the show goes open to the public you'll be able to visit and meet representatives of all these top firms, as well as enjoying Commodore's games arcade, CDTV City and the many seminars and sessions going on over the three days.

All the details of the show, including how to book early and save yourself some cash, appear in an advertisement on Pages 34-35 of this very issue.

MODEL PLANES

A new series of models for your 3D rendering program is under creation by Leo Capricorn in France. The models will include several WW2 aeroplanes and a couple of very flash sports cars, while a series of WW1 aircraft and modern helicopters is on the way. Incidentally, Leo Capricorn's first 3D model, the Omega Head, was used to create the cover of Issue 23 of *Amiga Format*, so we know it's good stuff. Leo Capricorn: 1 Residence de la Tuilerie, 94260 Fresnes, France 010 42 37 16 44

DOMARK GO FOR CUP GLORY

Rugby will get two bites of the cherry on October 3, with the simultaneous kick off of the World Cup and the launch of Domark's *Rugby - The World Cup*, an action simulation which will feature the world's top 16 teams, all rucking for glory in a knockout-style tournament.

"We've gone for fluidity and playability as all too often sports sims take ages to get into. *Rugby's* been launched to coincide with the World Cup and we hope that it will be the *Kick Off* of Rugby" says Clare Edgeley of Domark.

LOTUS POSITIONED

Gremlin have unveiled their new supercar, *Lotus Turbo Challenge 2*, the follow up to the hugely successful and widely acclaimed *Lotus Esprit Turbo Challenge*. There's no track racing in *Lotus 2*: now there's a trans-American race for up to four players simultaneously with fog, snow, rain and night driving to contend with. Early versions were on display during the official launch at the Millbrook car proving ground - where real Lotuses are put through their paces - and if the finished game can live up to its preview promise, it should leave *Lotus 1* for dead.

MID-WINTER WARMERS

MicroProse are sticking to their simulation guns for the winter months. *Midwinter 2* is the leader of the pack, with action over a series of islands threatened by an invasion, fractal-generated landscapes and a polygon sea with waves. *Master Golf* looks set to threaten the mighty *PGA Tour Golf* as king of the tees, while a *Grand Prix* sim is being coded by Geoff Crammond, the man who made *Stunt Car Racer*. *Covert Action* tells a tale of espionage and not-nice-ness, while *F-117a (F-19 v.2)* and *Gunship 2000* are on the way.



The Ferrari F-40 is one of several excellent 3D models which you can use.



The Kick Off of rugby games? Possibly...



The very smart Lotus Elan finally makes it to real supercar status as an Amiga game.



Midwinter 2: uses fractals to generate the landscapes for the island world.

NOW THAT'S WHAT I CALL...

Wanna buy Amiga game soundtracks on CD, for your listening pleasure? We've heard advance tapes of the Psygnosis compilation (featuring such hit themes as *Awesome*, *Killing Game Show* and *Shadow of the Beast*) and the Gremlin hit factory (*Switchblade*, *Supercars*, *Lotus* etc) and it's actually a really jolly idea. The CDs will be on sale soon at £7.99 each. Digital Dreams 0602 754991

IMAGINE THAT!

Any avid fans of the 3D modelling program *Imagine* who are feeling a little left out in the cold might like to join the *Imagine Users Group*, a club of enthusiasts who share information and advice on all aspects of the program. They also have a huge object and texture library as well as a colour printing service.

Imagine User Group, 16 Cambridge Road, Newton, Cambridge CB2 5PL

TURTLES CRAWL OUT

ImageWorks are showing out *Turtles 2* for the Christmas slot and this time it's a conversion of the smash-hit Konami coin-op. The developers, Probe, have already released some 'roughs' to give an idea of how the coding is coming along and the results look pretty accurate to the arcade. Could be one of the major titles of the year.

GOLD DISK SUPPORT

Gold Disk have just announced that users of their range of productivity and business software will now be able to get support in the UK from Gordon Harwoods. This is excellent news for anyone who has a problem which they need to be answered or who is considering buying Gold Disk software. Gordon Harwoods 0773 836781

NEW LOW COST PRINTER



Good news for writers and artists on a tight budget - Silica have introduced a new 9-pin printer for a mere £99 + VAT. The Seikosha SP-1900A1 prints at 192 cps (characters per second), 40 in NLQ (near letter quality). Included in the price is a printer starter pack that includes everything you need to start printing immediately: stationary, cables, ink ribbon and printer drivers. Silica Systems 081-309 1111.

NEW PROGRAM DESIGN BOOK

Program Design Techniques for the Amiga is written by hard-core programmer and AF contributor Paul Overaa. The book tries to explain not just the mechanics of game programming, but the skills and techniques needed to successfully program complex 16-bit games. Kuma Books 0734 844335.

CALLING ALL AUTHORS!

The Society of Software Authors is to hold its third Developers' conference (DEVCON 3) in late November. Details have yet to be confirmed but tickets will be on a first-come first-served basis. Nalin Sharma 081 503 2521

DIGI-VIEW GOLD

4096 Colours in High Resolution...is just the beginning



With the all new Digi-View 4.0 software you can do the one thing most people thought was impossible — digitize and display all 4096 colours

in high resolution! We call this revolutionary new graphics mode Dynamic HiRes. Amiga Format magazine calls it "breathtaking, easily the best images ever seen on an Amiga screen." But that's just the start of what makes Digi-View 4.0 a breakthrough. Other new features include: Dynamic HAM (fringe free HAM), Noise Reduction (for the sharpest images ever), ARexx support, super bitmap digitizing, 24 bit colour support and dozens of other new features making Digi-View Gold the hottest Amiga graphics product ever.

And it's still just as easy to use. Simply focus your video camera on any object or picture, and in seconds Digi-View Gold turns it into Amiga graphics that glow with vibrant colour and stunning clarity. Whether you are creating graphics for desktop publishing, presentations, video, or just for fun, Digi-View Gold gives you dazzling images with amazing simplicity.

These images were photographed directly from an Amiga 1080 monitor and show the new 4096 colour Dynamic HiRes mode available only with NewTek's Digi-View 4.0



Digi-View 4.0 and Digi-Paint 3 Become One

with the ultimate link between digitizer and paint program. With Digi-View 4.0's Digi-Port feature they can both share the same screen so that touching-up your digitized images is easier than ever. Transfer 768x592, 4096 colour super bitmaps from Digi-View 4.0 to Digi-Paint 3 with a simple menu command, make changes such as combining images or adding titles, and redisplay them as Dynamic HiRes or other resolution images.

Only Digi-View Gold:

- Digitizes in all Amiga resolution modes from 320x256 up to 768x592 (full HiRes overscan)
- Includes powerful Digi-Paint 1 software for retouching digitized images or creating original artwork
- Uses 2 to 4096 colours (including halfbrite)
- Has exclusive Dynamic modes for 4096 colours in HiRes
- Digitizes in 21 bits per pixel (2.1 million colours) for the highest quality images possible
- Has advanced dithering routines that give an apparent 100,000 colours on screen simultaneously
- Has a special line art mode for desktop publishing
- Comes with an icon driven slideshow program for presentations using both IFF and Dynamic images
- Has complete software control of colour saturation, brightness, sharpness, hue, resolution, and palette
- Digitizes in full overscan with no borders for use with video genlocks
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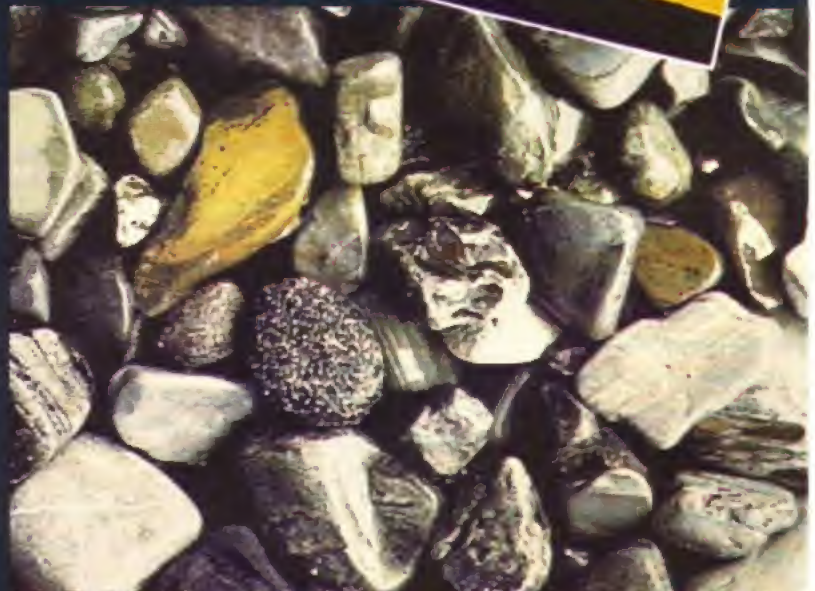
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hello fellow humans!
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a very important secret:

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ARE INVADING
SPRINGFIELD**

That's right man! A buncha slimy,
horrible, totally gross and putrid
monsters are taking over the
bodies of the people who live here
and they wanna build a weapon
that's gonna take over the entire
planet!

PRetty CoOL, HUH?

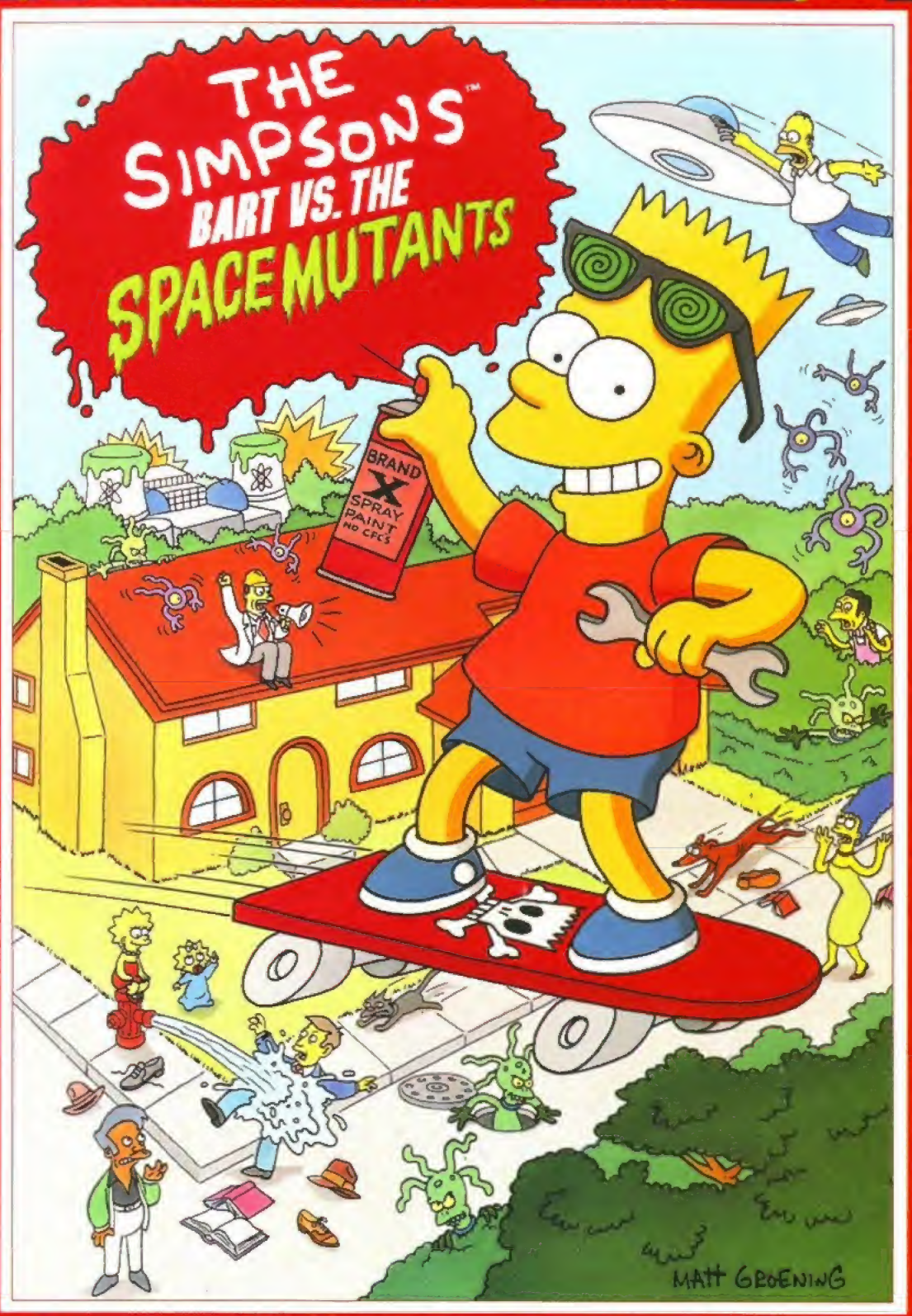
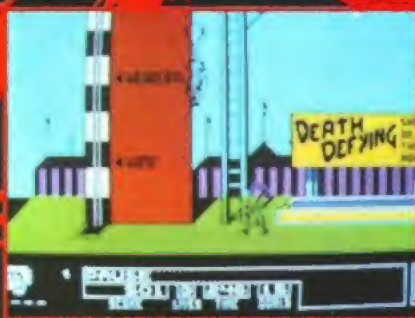
Anyway, yours truly is the only one
who can see 'em! I've gotta spray-
paint things, get radical on my
skateboard, use my trusty slingshot,
and in general behave like a
rebel, man.

Plus, with evil dudes like Nelson
the bully and Sideshow Bob getting
in my way, it's a good thing I've got
the rest of the Simpsons to help me
out!

So if you're a decent person a
patriot, and somebody who cares
about this sorry planet, you'll do the
right thing.

SAVE THE EARTH

BUY THIS GAME!
Thanks man.



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THE SUPER A500 COMETH

The next step on for the Amiga 500 is the arrival of the Enhanced Chip Set (ECS) and with it Workbench 2. Barry Thurston, Technical Director of Commodore UK, has told *Amiga Format* that the ECS should be available by Christmas. ECS comprises of a new Denise and an Even Fatter (or Superfat) Agnus chip and gives two new high-res four-colour display modes, while Workbench 2 would involve a new Kickstart chip and the disks.

But here's where the confusion starts. We've heard that there may be a new display mode that gives more colours than HAM, though we've been unable to get this confirmed or denied yet. We've also heard that WB2 is now blown onto ROMs, so the OS would be entirely chip-based and a lot faster. Could this mean the big new A500 that Commodore are known to be planning would come with 1Mb, with the new ECS and the Workbench chips all on the board? We'll have to wait and see...

GET THE MAX!

Get the Most out of your Amiga 1992 is the new, revised, updated version of *Amiga Format's* complete guide to the Amiga. As before, this 172-page book includes buyers' guides on all aspects of Amiga creativity and productivity software, beginners' guides to all aspects of the Amiga, lots of hardware information, stacks of handy Workbench hints and tips and *Gamebusters* tips on a heap of recent games. All the information has been updated with bags of new stuff in there. This book will also be included with the new A1500 bundle, details of which are to be announced soon. Look out for the new book, on sale next month!



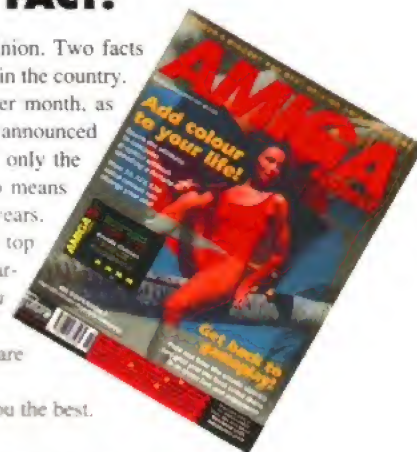
AMIGA FORMAT IS THE BEST: IT'S A FACT!

You are now reading the best Amiga magazine there is; and it's not just our opinion. Two facts have recently appeared which confirm our position as the leading Amiga magazine in the country.

For starters, our audited circulation (the number of copies sold on average per month, as officially checked by independent body the Audit Bureau of Circulations) has been announced at 115,000 copies over the January-July period this year. This means we are not only the most popular Amiga magazine in Britain, Europe and possibly the world, it also means that this is Britain's biggest-selling computer magazine of any kind for the last six years.

Just as exciting, for the second year in a row *Amiga Format* has been voted the top 'magazine aiding stocking decisions' by computer dealers in the UK. A survey carried out by computer trade magazine *CTW* revealed that dealers place *Amiga Format* as far and away the number one computer mag when they are deciding what products they should sell. In other words, the people who sell you the software rely on us to tell them what's good and what's not.

All of which simply goes to prove that you can rely on *Amiga Format* to give you the best.



PROGRESSIVE 040 FROM HB

If you like the idea of 040 speed, but not the weight of the price tag, the new 040 board from Progressive Peripherals and Software may be for you. The imaginatively-named Progressive 040 comes in two forms, one for the A2000 and another for the A3000.

The 040/2000 uses the 16-bit memory on the A2000 motherboard and can have another 32Mb of RAM installed on the board itself. In addition, the 040/2000 comes with DOS 2.0 and the latest version of Kickstart, with which you replace your existing chips. Motorola claim the processor speed is 19.2 MIPS (million instructions per second) and the manufacturers' benchmark tests look impressive. The prices? £1649+VAT for the 040/2000 with 4Mb of onboard RAM, £1279+VAT for the 040/A3000 version (no RAM and no DOS 2.0). Look out for a comprehensive 040 board test in an upcoming issue of *AF*. HB Marketing 0753 686000.

WANT A CDTV KEYBOARD?

In advance of the official Commodore release of the CDTV keyboard, you can obtain an adaptor to use a B2000 keyboard from any Lightwave stockist. You should also be able to obtain a keyboard if you don't have a spare. Prices are yet to be confirmed. Lightwave 051-639 5050
Computerman of Skipton 0756 790554

AND IT'S A GOAL!

Fans of *Kick Off* might like to contribute to the new *Golden Goals* disks being out together for PD distribution by an Irish footy nut. The disks will feature the best and weirdest goals that are submitted and will be available only from PD libraries, but if you want to contribute a disk of your goals write enclosing a 50p piece if you want your disk back. Wild idea! Derek Doran, 3 Glenaulin Park, Chapelizod, Dublin 20, Eire.

THIS IS A 44 MAGNUM...

CSA, makers of the Mega Midget Racer are about to launch their fastest accelerator yet – the 40/4 Magnum – a 68040-based system running at 20MIPS (million instruction per second). Compare that with an A500 which runs at about 0.8 MIPS and you'll realise it's fast. However, the 40/4 Magnum is much more than just a 68040 chip on a board. To give a real performance system. CSA have added 1Mb of zero wait state 32-bit static RAM, a fast SCSI hard drive controller, a high speed parallel port and two high-speed serial ports – all running within the 20MIP world of the 68040. US price has been set at \$3,995 but as yet no UK price is available. Computer System Associates 0101 619 566 9581.

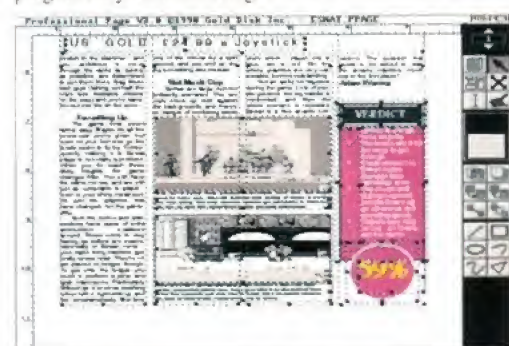
GOLD DISK, OXXI RAISE UK PROFILE

The fact that Centresoft – recently named software distributor of the year by readers of the industry's trade mag, *CTW* – have taken on the distributorships for Gold Disk and Oxxi-Aegis, in addition to announcing their own brand of peripherals, brings yet more proof that the Amiga has confirmed its dominance of the UK home-computer market.

From the Gold Disk range, they will be stocking the DTP program *Pagesetter 2*; the desktop video system *Showmaker*; the information storage and management program, *Hyperbook*; and the spreadsheet, *Advantage*. From the Oxxi range, in addition to the established *Turbotext*, *Spectracolor* and Aegis Soundmaster come three older products. Sonix (£45) is a synthesising/sampling package while *Videotiler 3D* and *Videoscape 3D* (both £89) are animation programs aimed at the home user.

While established Gold Disk and Oxxi-Aegis suppliers will continue to sell the stuff, Centresoft should be able to make it available in your local high-street.

Meanwhile the new Centresoft own-brand label, AddXtra, will feature small peripherals such as disk drive anti-click devices, mice, joysticks and stereo headphones that plug directly into the Amiga.



Professional Page 2: still the leading high-end DTP package and now more widely available.



Hyperbook: another from the excellent Gold Disk range that should become a part of the scene.

NEW VERSION OF SCALA

Silica Systems have announced a new version of the best-selling Amiga presentation package, *Scala*. The new version 1.1 adds a number of new features specifically aimed at multimedia and video titling applications. These include real-time anti-aliasing of text, brushes and colour fonts; Arexx support; full support for outline fonts; super impose transition and optimised loading times (over five times faster on an A3000). The cost of *Scala 1.1* is going to be £268.34 and a free version 1.1 upgrade is available to all current owners of *Scala*. Silica Systems 081 309 1111.

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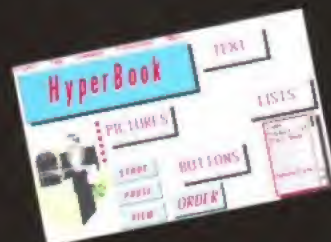
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If your dealer doesn't have the Gold Disk product you need, tell him to contact these authorized distributors:



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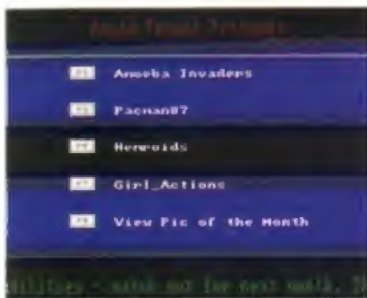
GOLD DISK

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**...GOLD DISK
Has
Everything
You Need.**

CoverDisk

This month we've taken a step back in time to bring you all your favourite old arcade games. These pages will show you what to do... have fun!



The Menu Master program (by Mark Everingham) easily allows lots of programs to be run from the same disk.

Getting started

If you've never ever used a disk in your whole life, then you'll find this one particularly simple to use. Just turn on your computer, put the disk into the internal disk drive (the right-hand drive for all you A1500 owners) and then just wait for the menu to load.

Once the menu has appeared on the screen, all you have to do is press the relevant function key (they are marked F1 through to F10 on the keyboard) to choose which option you want. Alternatively, use the mouse to move the arrow onto the on-screen function keys and click with the left mouse button.

While a program is loading, the menu will disappear temporarily, only to return in a few seconds. Don't make any further selections - you'll only confuse the computer. Just be patient. Then when you leave a program, the menu will simply reappear once more.

Hemroids

James Parisson
PAL/NTSC

Asteroids was the first popular game to feature vector graphics - nice and simple outlined graphics that could be rotated and rescaled very quickly. The plot is extremely simple - all you have to do is shoot all the asteroids and any alien spaceships that appear in order to survive and get on to the next level.

The original game used buttons rather than a joystick, because it had so many controls - but *Hemroids* is played entirely with a joystick. If you want to try it out, simply press the F5 key. *Hemroids* loads quickly and all the information is contained in one fairly small file: a much different approach to *Pacman87*.

Beware the aliens - they are much tougher than the asteroids and so require several hits before they will eventually die. When you want to leave the game, simply click the left mouse button and you'll go straight back to the main menu.



Pacman87

Steve Jacobs and Jim Boyd
PAL/NTSC

Pacman87 is an updated version of *Pacman*, with more variations in the maze and traps to avoid. If you want, you can leave the maze and go on to the others - although this is inadvisable as they gradually get more difficult. The game also saves out the high-score table, so if you're good at it, you must write enable the disk (move the tab so that there's no hole showing).

To load, press F3 on the keyboard (or click on it with the left mouse button). It isn't fast at loading - it takes a minute to get going. If you've only 512K of memory, you should disconnect all external disk drives before you turn your machine on, as the game is very memory intensive. To leave just click on the exit option with the mouse.



Pic of the Month

Luciano Spinosi
PAL/NTSC

Lucky Luciano has a copy of *Imagine*, the successor to the *Turbo Silver* ray-tracing program. The only problem is that he doesn't have an accelerator - so his A500 took over 40 hours to create the picture! To view it, simply press the F9 key from the menu. The picture will load slowly - it occupies 126K of the disk. To return to the menu, press the left mouse button. Can you do better? We accept all Amiga art entries. Send yours in to:

Pic of the Month, Amiga Format,
30 Monmouth St, Bath BA1 2BW.



Amoeba Invaders

Chris Halsall and Ewan Edwards: PAL/NTSC

Yes, the game that started it all is now in your possession. Space Invaders introduced many elements of modern video games - coordination, reflexes, imagination and shooting lots of aliens. It was created by the Taito corporation in the late Seventies and was a smash hit the world over.

The only real difference between this and the original is that the aliens stay the same colour as they move down towards your base - the original used pieces of coloured film attached to the screen.

To load the game, simply press the F1 key from the menu. You will notice a slight pause as the game loads. Don't hit any other keys, just wait for about 30 seconds and the game will then be there. To return to the menu, click on the exit option with the left mouse button.

Girl Actions

Andrew Hirst: PAL only

It's *Galaxians*: Space Invaders with randomly moving aliens, for just that extra bit of challenge. To make it even more difficult there are no shields to hide behind.

American (and other NTSC users) please note: *Girl Actions* will not run on your machines. Unfortunately, it steps outside normal programming boundaries and crashes your computer if you attempt to run it.

Right, if you have a European PAL Amiga, hit the F7 key from the menu to load the game. To leave the game, you have to press the fire-button and the right mouse button simultaneously.



Using Your Coverdisk

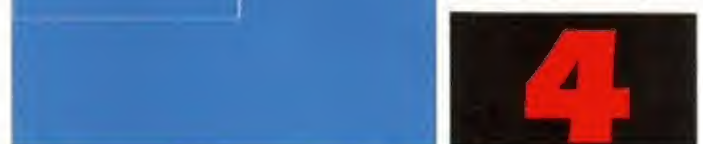
1. Always write-protect your disk. Move the tab so a hole is showing.
2. Copy the Coverdisk and use the copy, not the original. This may sound like a complicated task suitable only for techno buffs, but it's surprisingly simple to do, just follow the simple instructions for copying the disk which are given below.
3. Read the instructions when using the programs.

Backing up your Disk

First turn on your machine and load Workbench (one of the disks everyone gets with their Amiga). Once the Workbench screen appears and the drive light goes out, remove your Workbench disk and insert the Coverdisk. Once the drive light has gone out your screen should look like this screen.



After the computer has read part of the Coverdisk, it will once again display a requester box asking for the destination disk to be put into d0:. Put the disk that you want the Coverdisk copied to in the drive. This procedure of swapping disks will continue until all of the disk has been duplicated.



Next, move the mouse pointer to the Coverdisk icon and click once with the left mouse button – the icon will highlight. Press the right mouse button and keep it down. The words 'Workbench', 'Disk' and 'Special' will appear at the top left of the screen. Move the pointer to the word 'Workbench', and a menu will drop down. Select the 'Duplicate' option: you should have got this far.



Eventually, you will end up with two Coverdisk icons, one has the name 'Copy of Coverdisk 27'. Click once on this with the left mouse button to highlight it. Bring down the 'Workbench' menu again (by holding down the right mouse button and moving the mouse pointer to the top left) but this time select 'Rename' from the menu. Let go of the right mouse button to select the Rename option.



The computer will ask you to insert the Workbench disk again – it needs to read the command to copy disks. After you've done this, a boxed message (a requester box) will appear, asking you to insert the source disk. Insert the Coverdisk once again and click on the 'OK' option with the left mouse button.



The name of the disk will appear in an elongated box – you don't need to insert Workbench again because the Rename command is built into the machine. Press the 'Del' key (which is next to the 'Help' key) to remove the 'Copy of' part, and press the Return key to make the computer put the new name to copy.



Disk not working?

We duplicate over 180,000 disks every month. Out of all those, obviously a few will be faulty. If the disk or any of the programs will not load or run properly, there may be a problem. Don't panic!

First try using the *DiskDoctor* utility on your Workbench disk to rescue it before sending it off for a replacement. In-full details of *DiskDoctor* can be found in the user's manual that came with your machine.

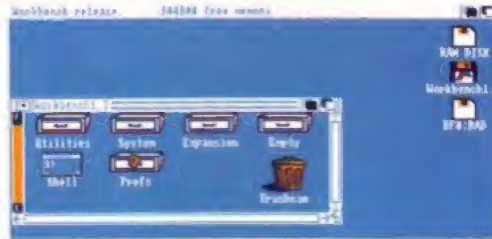
However, if your Coverdisk is faulty, you should send it back INCLUDING AN SAE for a free replacement within a month of the cover date to:

Amiga Format October Disk
Disk Copy Labs
Unit A, Westmarch
London Road
Daventry
Northants
NN11 4SA

Remember to include that stamped, addressed envelope!

The easy Way

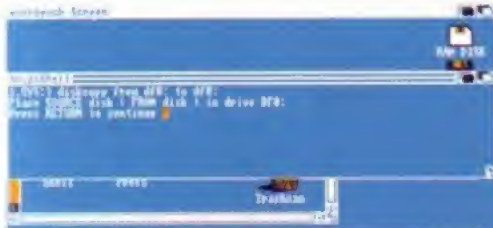
There is another way to back up your disk, but because it involves using the typed-in instructions of the CLI or Shell, a lot of people are wary of it. Don't be! simply follow this step-by-step guide and you can't go wrong!



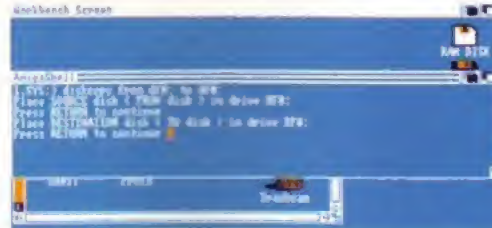
1 Load your Workbench disk. Open the disk, find the icon that says Shell or CLI and double-click on it.



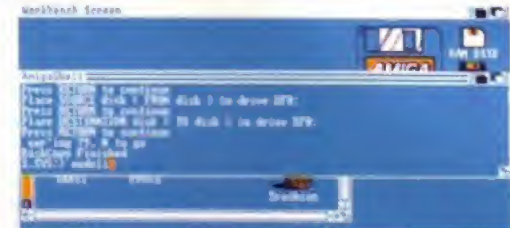
2 When the Shell window appears and the drive light is out, type in:
Diskcopy from DF0: to DF0:
and press the Return key.



3. The Amiga will now ask you to insert the 'source' disk. It means the disk you want to copy, so put the Coverdisk in the drive and press the Return key.



4. Wait for a while and it will read all the information off the Coverdisk, telling you how far it has got. Then it will ask you to insert the "Destination" disk. Put the disk you want to copy your Coverdisk onto in the drive and press the Return key. Note that the disk does not need to be formatted already.



5. Put the source disk and destination disk in a couple more times when the Amiga asks for them. When it says "Diskcopy Finished" just type in:
endcli
to get out of the Shell or CLI. You may have to put the Workbench disk in again. Now your copy is ready!

DISK PROBLEMS?

If you have a problem with the disk – and you're sure the disk is in full working order – then you may need a little help. If you ring us on any Tuesday, and ask to speak to Pat McDonald, he will do his best to help you. Please understand, giving this sort of advice is time-consuming and we are very busy people, so only call if you really have to and do be considerate if we can't talk to you just then. If the problem is particularly complex it is better to send it to us in written detail. It will then be dealt with in the Workbench pages of the magazine.

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MAGIC POCKETS

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ONCE YOU BEGIN to regard classic coin-ops as the black-and-white movies of computing then you find the similarities are striking. Both *Pong* and the *Jazz Singer* marked the dawning of an era: both were technological firsts, though no-one in their right mind would deliberately see/play either one of them again? *Space Invaders* can be viewed, cinematically speaking, as *King Kong*. The film/game that once shook the world may now look dated effects-wise, but they still provide quality entertainment.

Take the analogy forward further and *Defender* becomes the *Wizard of Oz*. Neither of them were the first to use colour, but the images that they created were so potent they still linger in popular culture today. The yellow brick road and smart bombs are universally accepted concepts. Just like old movies, many of these old classics, or at least 'remakes', are available to view at home, each packed with at least twice the average adult daily dose of gameplay!

Blockbuster new releases are all well and good – they are what Hollywood is all about – but few cut it as videos. How often have you stood in a video shop faced by hundreds of shiny new titles, felt uninspired and chosen an old faithful that you'd been meaning to watch again for years?

Why should folks want to play old arcade games, though, when there's class acts like *Cruise for a Corpse*, *Magic Pockets* amongst others are doing the rounds? But the old stuff doesn't have either the colours or the sound to make it in the modern world. Surely, even at their best, all they can offer is a slavish copy of an old idea?

All that the first arcade classics really had to offer was playability. Yet even being 'hampered' by two-colour graphics, *Space Invaders* still achieved legendary status. It wasn't the display, though, but the finely balanced mechanics that had you leaning in the seat to avoid incoming fire. They were pure games that packed an addictive punch which few of the modern machines could even contemplate.

Jeff Minter's *Llamatron*, is an ideal case in point. It scored 89 per cent last month (AF26) – and was only held back from a Format Gold status by a few glitches in the two-player system. It compares favourably with *Jimmy White's Snooker* and *Mega-lo-Mania* (last month's Format Gold winners) but it is a totally different proposition. It's one for danger junkies, folks who like to put their llama on the line in a test of synaptic speed. Sure it lacked graphic complexity, but once played, it's never forgotten. "It is possible to resurrect an old game design," explains Jeff Minter. "Just take hold of the underlying designs and beef them up!"

Llamatron was designed around the ancient coin-op *Robotron*. Its USP (marketing gibberish for Unique Selling Point) was that you could fire in one direction whilst moving in another. *Robotron* was also unpredictable in a predictable kind of way! There were always the same number of enemies on each level, the same number of folks to save and everything

"Why is it none of the really old games I used to spend hours playing, like the great *Space Invaders* and *Defender*, are available now that I've got myself a sexy, top-of-the-range games computer? Even if they had been done for the Amiga, though, they would probably be de-listed, priced around £25, or be in the public domain where I'd never ever see them, and if I did get they probably wouldn't work, or just be really duff and thus shatter all my childhood illusions."...and so says **Trenton Webb**. Read on as he pops into an arcade down Memory Lane.

Starved of the real home entertainment systems, early Britons, it is rumoured, once used this box to conjure arcade-style graphics up on their own TV! It may seem a million miles away from the Amiga but only 10 years separate the systems! Would you have read *Binatone Format*?



Down at the Arcade?



PONG
A slightly pointless tennis simulation of sorts. Graphically limited to black-and-white lines, it broke the computing news to an entire generation.

Played by twisting a button that controlled how far up or down your screen the bat was, all you had to do was keep the ball from going past.

- VERDICT ★**
Arcade Availability - Very rare/extinct.
Best Free Version - Battle Pong, 17 Bit No.1056.
Best Budget Version - Buying the entire Binatone Kit from a car boot sale!
Best Full Price - None available.
Future Variants - None planned.

ran to a constant set of rules. Player reactions were the only variable in this gameplay equation, the butterfly's wing that threw each level into chaos. Different actions yielded totally different results. Each enemy had to be recognised and its threat analysed, then the anarchy could be farmed to yield maximum points with the least loss of life.

Jeff Minter's Shareware classic (*Llamatron* only costs a fiver!) is a joy to play, to watch or even just listen to. Despite the game's age (in real terms it's about nine-years-old) it feels fresh and flexible, ready to throw out unexpected tricks just when you thought you were home free. The basic premise is understood instinctively in the first 20 seconds, so it's

instantly accessible to anyone who knows which way up to waggle a 'stick.

As a 'pure' game, *Llamatron* could only exist on silicon. The basic graphics are soon forgotten because they are merely representative of a deeper, more complex, gameplay equation. It's quality arcade entertainment, that doesn't force you to shovel heaps of cash into a machine just time, effort and thought. It has to hook you hard enough in a single game to instill the 'bop til ya drop' mentality that's the soul of a good arcade.

In a world stuffed solid with new titles, each with more glossier effects than the last it's easy to get distracted from the main reason for playing games: fun. For fun in the arcade context read exciting, and the excitement is provided by means of a test. The test continues to apply pressure until a player's skill is overwhelmed in a hail of alien bullets. Reaction speed, logical thought, hand-eye coordination, coolness under fire, memory, time-conservation and instinctive guesswork all count in the fight to save the earth, again, for the fourteenth time tonight!

Modern computer games stress players out in exactly the same fashion as the old arcades, yet their very subtlety and technical sophistication sew the seeds of unfavourable comparison. *Populous* may be a better game than *Pac-Man*, but which is more fun for a quick mindless 10 minutes? *Railroad Tycoon* may have a longer game life than *Galaxians*, but with *Galaxians* play doesn't entail four hours of reading material before you start. In fact, the lack of iconised sophistication that non-arcaders have become so used to, is very much part of the allure. These are naked games, all the strings are obvious, even if what happens when you pull them isn't.

The old classics can stand on their own merits - even today - but a brief analysis of their historical importance underlines their pulling power. If you were there you'll know why. If you weren't, well it might help explain why old wagglers wax lyrical about a whole bunch of games with crap graphics and duff sound. The dates are not important, it's the impact they had and the rules they established or broke that counted.

Pong was the ground breaker. Pinball and the fruit machines firmly ruled the roost, but they were electronic, not video games. *Pong* was purely computerised. So what if it was monochrome, the court was a square and your bat little more than a line; a new concept had thus been invented. No joysticks here, just a simple rotating knob that moved the bat up and down the screen. It was very limited, in fact it was pointless and time for the pinball machines to look to their laurels. A beach head, however, had been established: the invasion was about to begin.

The first mass assault was led by Taito's *Space Invaders* - and the crowd went wild. A limited game of sneak, seek and shoot Invaders was simple in concept. Avoid the bullets and blast the bomb-dropping aliens before they march to the bottom of the screen. But there was more, much more.



SPACE INVADERS

Stop the wave of aliens from reaching the bottom of the screen. Like a typewriter in reverse, every time the wave reaches the side it drops a line. You sit behind shields and blow the intruders away. Method is essential and there's a points bonus hidden in the ship that

crosses occasionally. Great noise, limited graphics but it was the first biggie!

VERDICT * *

Arcade Availability - Original very rare. Later variants are common.

Best Free Version - Amiga Format Coverdisk 27.

Best Budget Version - None available.

Best Full Price - None available.

Future Variants - *Space Invaders '91* - Available from Domark this Christmas.

SCRAMBLE

Swooping across the screen, you must shoot the enemy ships and bomb their bases. You are dragged through a horizontally-scrolling world with the ability to alter both height and distance forward. The first true shoot-em-up. Very basic graphics, but it's a hard little game. It introduced the idea of regular waves of aliens in predictable formations. Very Japanese, the first but far from the best.

VERDICT *

Arcade Availability - Very rare.

Best Free Version - None available.

Best Budget Version - *X-out, Hit Squad* £3.99.

Best Full Price - *R-Type II, Activision* £25.99.

Future Variants - *Necronom, Linel* - Available Winter 1991.



GALAXIANS

Space Invaders played naked (with no shields!) this baby was all about waiting for the alien wave to break up and swoop down before you shoot them - they're worth more points then. Also called for shooting on the move. Excellent stuff, that still gets the pulse up and the swear words flowing. Infuriatingly there's no end, just infinite waves, like *Space Invaders*.

VERDICT * * *

Arcade Availability - Originals are quite rare, clones are uncommon.

Best Free Version - *Girl Actions*, one of the games on this month's arcade classic Coverdisk.

Best Budget Version -



None available.

Best Full Price - None available.

Future Variants - *Megapheonix, Dynamics*, available in a matter of weeks.

Space Invaders introduced the idea of the secret bonus in the form of a command spaceship, which flew across the screen at apparently random intervals. Certain combinations of shots would yield higher scores for the boss ship, and as the game continued until you died, score was all important. The problem with pinball was you couldn't prove whose high scores were who's, *Space Invaders* let you put your name on the table, alongside your total. With one single stroke two classic conventions were established that are still rigidly adhered to today.

Space Invaders brought colour and noise to the war. Sure there were only two colours on the first machines, but it was one more than Pong. Similarly the Invaders used an array of peculiar chip-based blips that sounded nothing like aliens, just wonderfully weird.

The mould had been broken. All of a sudden, as if by magic, a horde of new coin-ops hit the streets. Some took the *Space Invaders* motif further, *Galaxians* being the prime example. This took the top-of-the-screen aliens, added some swooping nasties and took away the shields. It wasn't all up-the-screen, alien-killing, though. All manner of crazier ideas were suddenly acceptable.

Asteroids took space pilots to a vector-traced space place, filled with plenty of debris and flying saucers that were easily-irritated. It introduced the concept of spin and shoot. *Space Duel* - a head-to-head *Asteroids* - and *Lunar Lander* were two notable variants on that theme. These were tough games and you needed to fully grasp the artificial gravity of the situation.

Tempest kept the alien death motif, but put the player at the end of a tunnel. You had to blast the nasties as they tried to climb towards you. It was fast, fast beyond belief and its weird vector-traced perspective forced whole new ways to thinking about arcade play. Programmer ZZJK, the man behind *Super Hang On*, *Power Drift* and the *Super Monaco*



ZZJK, arcade conversion expert who only takes on or plays coin-ops that provide "a challenge".

GP conversion comments on *Tempest*: "I liked it because it was the first time that colour vectors were used. Vectors don't look like TV pictures, while raster display games always do. The earlier vector games all looked like an oscilloscope gone wrong, but *Tempest* looked totally different".

Pac-Man introduced the action puzzle game to the world. The maze supplied the strategy, but as *Pac-Man* couldn't shoot his enemies he had to hide and beat them with skill, not brute force. Pac brought us another

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gameplay gem though: enemies with character. The four ghosts all had distinctive personalities and clever players could manipulate them to benefit that points score.

Scramble gave the world the concept of horizontally-scrolling shoot-em-ups. Primitive yes, but definitely still a toughy. Bombing space stations and shooting ships out of their way made it a waggler's dream. It also saw the emergence of the 'wave theory' of aliens where positional triggers were placed within the game causing the same predictable formations to emerge at specific points. These could be learned and so they tested memory as well as joystick control.



Defender, the Amiga conversion: crap graphics and stunning gameplay. Save the purple peeps!

The biggie of all biggies, though, was *Defender*. Still reckoned by many to be the best arcade game ever created, it had a crazy speed-based edge. Flashing across a dark screen the small ship was forced to save stranded people and blast ever-larger swarms of aliens. There were no waves, just zones to

clear. But, and this is a big but, it also had smart bombs, life-saving little beauts that could wipe out everything on screen. They've now become standard fare - *Silkworm* uses them for instance - but nothing will erase the fond memories of the first time you hit the button and all manner of monsters melted into pure points. *Defender* had a scanner too, its dual screen style adding that extra touch of strategy to the mayhem.



Jeff Minter: *Llamatron* coder, William's coin-op aficionado, goat farmer and *Stargate* supporter.

Acc games guru Jeff Minter explains. "*Defender* was a test of control and it was unpredictable: this provided the challenge. You had to calculate safe routes and continually be aware of what was happening. All the recent machines have been the same, scroll through a level picking up the power-ups until you reach the end of the level. It's a successful formula and they've stuck to it. But they're

Continued on Page 27

TEMPEST



A weird tunnel blast, where you sit at the top shooting at the rising foes. A stunner of a coin-op, it rivalled *Defender* at the time of release for the top coin-op slot because it's so smart that it starred in the zombie flick, *Night of the Comet* and Bob Wade (ex-AF head honcho) actually bought a machine for home use!

VERDICT * * * * *

Arcade Availability - Very rare/extinct.

Best Free Version - None available.

Best Budget Version - None available.

Best Full Price - ST Version available, but no Amiga!

Future Variants - None planned.

PAC-MAN



A monsters and maze game where you dodge the nasties and collect points pills. Power Pill bonuses allow you to temporarily attack the four villainous ghosts. Requires quick

thinking and fast improvisation. The form was so successful that it launched a whole host of imitators

How to beat the Invaders, blast the

AMOEBIA INVADERS



line every time they touch the side. Your mission is to kill all the Invaders in each wave before they reach the planet's surface. You can move your ship from left to right with the joystick and fire upwards in an effort to stop them. Between you at the bottom and them at the top sit four yellow shields, which absorb some of the bombs that the Invaders drop. You can blast a hole through these shields to gain a clear shot if you wish, but these tactics will only hasten their decay.

If you kill an entire wave then your shields are restored and you face the next assault, which starts from a lower screen position. The result is inevitable, the Invaders will win, but you have to inflict maximum damage (and score the most points) in order to slow down their assault.

DISARMING AMOEBAS:

- You can slow the Invaders by killing the aliens from each side. As they descend only kill them when they reach the edge of the screen, the further they have to walk to get there, the more time you have.
- You can only have one shot in the air at any one time, so aim before shooting!
- As the wave is killed off, they will actually begin to move faster. This is most noticeable when there are only one or two left. Beware, they really do shift!
- The Boss command ships, which fly across the top of the screen are major points fodder and well worth going for. The points value varies, so if the right combination of shots-to-hits can be found then the command ship can be made to enter on your command! And for max points!

GIRL ACTIONS



Once you have loaded the game you are presented with a nice scrolly message and a picture of a pretty young lady - hence the rather punning title. By pressing the fire-button on the joystick you will be taken straight into the game so be ready to start the blasting!

The Invaders' brothers, the Girlactions (!) (pronounced Galaxians), are battling the armed forces of Earth in the

skies. Being the smarter of the two siblings, these guys don't advance down the screen and have devised more complex movement patterns. Once again you are in a ship that sits at the bottom of the screen, able to move left and right with the joystick. Firing launches a missile up towards the Girlaction hordes. The ones that bounce from side to side are apparently no threat. They will, however, peel off suddenly and weave towards you dropping a shower of bombs as they go. When they complete their attack they loop from the bottom of the screen and reform at the top. You just have to avoid the bombs and blast the wave of invaders to Kingdom come. Clearing one wave ushers in another, with no breathing space.

The way the aliens break formation and come bombing is predictable and the art of the game is to anticipate their direction. This allows you to dodge their bombs and potentially crack a shot off at them. Kill as many as possible to help save the world, but eventually they will win!

HOW TO GET ALL THE GIRLS:

- You can only have one shot in the air at once. The yellow tip of your ship shows when a rocket is ready, remember this and don't try shooting prematurely as it leads to disappointment and death!
- Remain stationary when they are not dive bombing and try to anticipate where the next threat will come from.
- Panic a lot.

and official variants - *Pac-Mania*, *Pac-Land*.

VERDICT ★ ★ ★ ★

Arcade Availability - Original *Pac-Man* very rare, clones uncommon, *Pac-Land* common.

Best Free Version - AF Coverdisk 27.

Best Budget Version - Fast Food, Codemasters .

Best Full Price - None available.

Future Variants - None planned.

ASTEROIDS

Spin and shoot to clear the screen of the life-threatening debris. A game of planning, flying skill and accurate long-range shooting. Neat alien invaders nip on at odd moments to make life awkward. Simple line graphics make for clear and easily-read action.

VERDICT ★ ★ ★

Arcade Availability - Original *Asteroids* very rare. *Blasteroids* machines uncommon.

Best Free Version - AF Coverdisk 27.

Best Budget Version - *Blasteroids*, Kixx £7.99.

Best Full Price - None available.

Future Variants - None planned.

ROBOTRON



Scream around the screen using a weirdly effective two-joystick system, blasting behind you as you go. Rescue people from endless screens of mutants, robots and assorted nasties. High-paced instinctive action, that's peppered with surprises and secrets throughout. *Smash TV*,

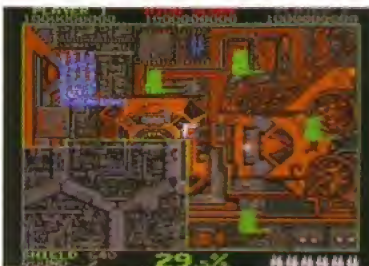


Best Full Price - None available.

Future Variants - *Smash TV* will be released by Ocean this Christmas.

QIX

Isolate areas of the screen by dashing around laying a trail.



VERDICT ★ ★

Arcade Availability - *Qix* very rare. *Volfied* rare.

Best Free Version - *Trix*, 17 Bit, No 841.

Best Budget Version - None available

Best Full Price - None available.

Future Variants - *Volfied*, Empire. Release imminent.

Robotron 2, is in the arcades now, it's no doubt the coin-op of the year!

VERDICT ★ ★ ★ ★

Arcade Availability - *Robotron* very rare/extinct. *Smash TV* common.

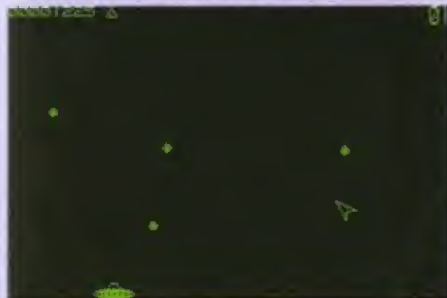
Best Free Version - None available.

Best Budget Version - *Llamatron*, Llamsoft (Shareware £5).

When the trail surrounds an area of the screen, that area is safe. Capture and kill monsters by trapping them with trails to progress. Fast, quick-thinking game, that can become slightly repetitive. The gameform has been revived recently in the form of Taito's *Volfied* (Left).

asteroids and pack in the power pills!

HAEMORRHOIDS



Are you sitting comfortably? Right then I'll begin. After loading you're presented with the instructions and pressing fire starts the game. You find your ship in the middle of an asteroid field and have to blast a route to freedom.

To rotate the ship clockwise and anti-clockwise lean left and right on the stick. Pushing forward sets the thrusters off and you move in

the direction the ship is pointing. Pressing fire launches asteroid-busting missiles. The only other control is hyperspace, called in by pulling back, which magics you away to a random area of the screen.

Shooting a large asteroid causes it to split into two smaller pieces. Shooting the smaller pieces causes them to split again. A further hit causes these small pieces to disappear. Obviously as the bullets start to fly and the asteroids collide, the screen rapidly becomes littered with small but deadly debris because if any of it hits the ship, you lose a life. If you manage to clear an entire screen of debris then it starts all over again with more debris to clear.

There are a few factors that make this game frustratingly excellent. First there are two alien ships who pop in to make life awkward by shooting at you and at the asteroids, creating some unexpected chaos. Secondly, and most confusing is the wrap-around screen. If you stray off the left-hand edge you'll appear at the corresponding point on the right edge. Go off the top and you enter at the bottom. The same also goes for bullets.

CURING HAEMORRHOIDS:

- Shooting the alien isn't always the best bet. They will clear a path for themselves and can help clear the space.
- Always use hyperspace when you are definitely going to die. It may get you out of trouble, but if you do die you're no worse off.
- After using hyperspace the ship is stationary, it's a handy emergency stop.

PAC-MAN '87



When you arrive in Pac-Land, pressing the firebutton will take you straight into the game. Pac will automatically start moving in the direction that he is facing and will stop when he bumps into a wall. To move Pac all you have to do is pull the stick in the desired direction when there is a viable path immediately adjacent.

The aim of the game is relatively simple: you have to

collect all the points pills that you can from every part of the maze and try to remain alive. Patrolling the maze are four spooky ghosts who hunt Pac in their own peculiar little way. If they touch him then he's dead, so Pac must dodge his way around the maze collecting and avoiding. There are also square power pills which turn the ghosts temporarily blue. If Pac eats one of these and hits them before they turn fully white again, then he kills them and earns himself a major points bonus.

In this version there are some other twists on the Pac-Man theme. Firstly there are traps, normally fire-pits, spikes or electric fences. If Pac hits them at any time (even while on power pills) he'll die. There is also more than one room to the maze. To finish, all the pills from all of the rooms must have been eaten. Exits to another part of the maze are grey squares with arrows.

PAC-ING IN THE POINTS:

- Try to attract the ghosts to Pac before getting a power pill because the points go in 250, 500, 750 and 1,000 values if you manage to capture more than one ghost with a single pill.
- Don't keep pressing in one direction once Pac has set off, this makes redirecting him easier and lessens 'joystick elbow'.
- Once killed the ghosts run back to their central base and they can't come back out until the power pill wears off. This is the ideal time to get those tricky leftover points pills.

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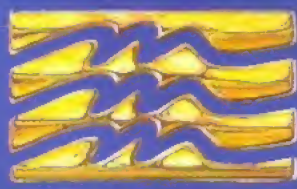
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Nukem, Hoggish Greedly,
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MINDSCAPE



predictable, you could take an industrial robot and program it to play through *R-Type*".

Defender had real style, real colour and amazing sounds. The folks at William's who created this much-copied monster knew something about atmosphere. Electronic screams echoed in the ether, laser blasts pierced the dark arcade din, well... you had to be there.

The classic arcades were pushing back the technological frontiers as much as the R360 and *Virtuality* are today. Yet for all the chip-based wizardry that's currently doing the rounds, the leaps have become progressively smaller. *Space Invaders* virtually established arcade video games single-handed, yet it merely had two colours, spooky effects, a joystick and a fire-button to hold it all together. *Asterburner* and *Out Run* had hydraulic cabinets. *Op Wolf* had guns and *Ninja Warriors* sported two screens, but despite this kit none of them make the really-classic grade. "Take *Space Harrier*," goes Jon Hare of Sensible Software "When I sat on the machine and played it I thought it was quite good. But when you played the computer conversion you realised how little there was to it. It was an embarrassment of a game!"

Limited by the technology of the time games had to be good, in fact better than good if they were to beat off the established rivals of pinball and the slots. These strict restraints ensured that games didn't just look good but really dug their hooks in hard during those first few seconds of play.

As to what made them so addictive, well it was simply the playability. You had the opportunity to play instantly. Free of superfluous graphic clutter, players could immediately see what was going down and cobble together a makeshift response. Further play, and the observation of others playing, allowed some secrets to be gleaned from the hail of bullets and bombs. Soon the high score motive. You were in for 10ps (yes, they used to cost that little) by the pound, for better or for worse!



A supercharged *Asterburner*? *G-Loc* is impressive high-tech hardware but what about gameplay?

Modern machines, while still totally enjoyable and feasts of custom hardware running at full whack, seem to have lost touch with this simplicity. Many are formula, following established patterns with better effects. *The Simpsons* machine looks and feels like the *Turtles*, there's no getting away from it. *G-Loc* looks and plays like a supercharged *Asterburner* with a neat panning effect thrown in when missiles lock. But the pure entertainment value of seeking out a game's secrets seems to have slipped down designers' lists of

SUPER SPRINT



This is the racing game. No fancy perspective or flashy graphics, just a plain overhead view of the entire course. Using rather dull steering wheels

you had to guide the cars around the course first. Its multiple player set-up (maximum of four people) was its biggest selling point. The game has been refined and redone many times on the Amiga.

VERDICT ★ ★ ★ ★

Arcade Availability - Super Sprint uncommon. Clone common.

Best Free Version - Cars, Fish 336.

Best Budget Version - Supercars, GBH £7.99

Best Full Price - Supercars II, Gremlin £25.99. Ironman Stewart's Off Road Racing, Virgin £25.99.

Future Variants - Super Sprint '90 (coin-op)

KUNG FU MASTER



Stand on a log and beat up someone! Winning takes you through to another round. A little guy in red pyjamas looks over you both and decides who's the winner. The first

in a long line of arcade beat-em-ups. It doesn't scroll, that development came later on but it has all the moves you need for some tense, violent fun.

VERDICT ★

Arcade Availability - Kung Fu Master uncommon. Other beat-em-ups are very common.

Best Free Version - None available.

Best Budget Version - IK+, Hit Squad £7.99. Full Contact, Team 17 £10.99.

Best Full Price - Nothing special.

Future Variants - Pit Fighter, Domark, released Christmas.

TRACK AND FIELD



The original button buster. Ten athletic events recreated to capture the difficulties and trials of running and jumping. Hit

the button at speed to run, hold buttons the time angle and power. Never before have fire buttons taken such a constant pounding and still hung together!

VERDICT ★ ★

Arcade Availability - Uncommon.

Best Free Version - None available

Best Budget Version - The Games Summer Edition, Kixx £7.99

Best Full Price - International Athletics,

Hawk £25.99. See Spoutro this issue.

Future Variants - International Sports Challenge, Empire. See Previews this issue.

BUBBLE BOBBLE



This was a real classic simply because it introduced a whole new bunch of little tricks into the platform game genre. *Bubble*

Bobble was the tale of two bubble-spitting dinosaurs, who killed monsters and earned themselves bonus fruit. It had massive scope for manipulation of bonuses to best suit points potential. Decide what bonus you'll earn by what you'll kill next!

VERDICT ★ ★ ★ ★

Arcade Availability - Rare.

Best Free Version - None available

Best Budget Version - Bubble Bobble, Hit Squad £3.99

Best Full Price - Rainbow Islands Ocean.

And along the same theme *Rodland*, Storm £25.99 and *Magic Pockets*, Renegade, £25.99. (see Screenplay Pages 92 and 68 of this issue for the review.)

Future Variants - None planned



STAR WARS

This was the first simulation to make a mark, even if it was a sim of a film. Wire frame graphics that had speed,

a sit-down cabinet and real film samples. Came in three flavours: *The Empire Strikes Back* and *Return of the Jedi* as parts two and three. Part one was the best by far. It was the first themed arcade to truly capture the feel of the film it mimicked, excellent.

VERDICT ★ ★ ★ ★ ★

Arcade Availability - Common.

Best Free Version - None available.

Best Budget Version - None available.

Best Full Price - Star Wars compilation £29.99

Future Variants - None planned.

DEFENDER This is the arcade game. A serious psychedelic, horizontally-scrolling shoot out. Your job is to hover above a planet trying to defend its populace from a horde of evil alien kidnapers. A William's classic that introduced smart bombs to the world and anarchy to the arcades. Find it and play it!

VERDICT ★ ★ ★ ★ ★

Arcade Availability - Very rare/extinct.

Best Free Version - None available

Best Budget Version - None available

Best Full Price - *Defender II* (this contains *Defender*, *Defender* and *Stargate*), Arc Games £25.99

Future Variants - *Cardiaxx*, Electronic Zoo. Release October.

priorities. "The graphics have improved but the gameplay hasn't changed. So you're lead to expect more and then you feel let down when it doesn't deliver," Jon Hare.



Rainbow Islands, the best ever arcade? All the trademark secrets of the early classics.

There are games which buck this trend and *Rainbow Islands* is an ideal example. Here the formula of three level worlds, guarded by a boss alien, was turned on its head with the inclusion of huge numbers of secret rooms and tricks. You'd need a weighty overdraft to find them all down at the arcade. The only alternative was to grab a copy of the conversion and get stuck in at home. Programmers Graftgold made *Rainbow Islands* a cracking game and to this day it's hailed as the best of all time!

The classics, when coded well, benefit from conversion and home play. Here you can really get to grips with the foibles of each alien, what your opponent will do next, or how to beat the fastest car on the circuit. The games needn't even look sparse, as long as there's the basic understanding that graphics are trimmings not features, the game has to come first.

"Nowadays it's getting like Stock, Aitken and Waterman, they know they can put machines out there that will sell well, if not brilliantly. There's no incentive to innovate" comments Jon Hare. Modern machines have begun to follow proven formulas, whereas the earlier classics established them. Just because they were first, though, doesn't automatically mean that they were the best, yet for many this is the case. The novelty factor has been eroded by time and the modern machines definitely win hands down on hardware. The games themselves, though, can be found at source in the classics and conversions of them, untainted by the commercial restraints in effect now.

Getting these games for the Amiga can prove tricky, nay impossible in the case of *Tempest*, but are worth the trouble, providing hours of simple, yet challenging fun. As either PD, conversion or adaptation the recommended titles capture the spirit of the classic arcades. They are a pointless points-based challenge, ever evolving into a more mind-twisting reaction test. As games, they are the bedrock on which most modern arcades have been developed and getting to grips with them provides ideal training for the new releases.

The classic arcades deserve looking up as pristine examples of good game design. They have a singular purpose: entertainment and nothing more. It is their lack of sophistication that makes them playable. If you've seen the Coverdisk and thought it was disappointing. "Just old games!" give it a blast, in five minutes you'll be as hooked. And that's a promise. They aren't old, they've just been resting.

WHERE TO NOW?

Can arcades take it any further? *Robotron* and *Space Invaders* have both been spruced-up and made ready for another decade. Still, ever-more complex hydraulic cabinets are built, bigger screens are utilised and other gadgets are employed to make you want to play. But the games have reached something of a plateau, stressing either a new twist on an old theme or reviving a currently inactive format. Is there nothing new that the arcade machine designers can offer us?

Virtuality and Virtual Reality systems offer new games systems where different techniques are employed.



Virtuality, is it the way ahead? A new virtuality centre has just been opened in the Trocodero, London, a test bed for new games and virtuality systems.

This opens up whole new avenues of non-simulation vector games. Players will finally be freed from the restraint of having to stare straight ahead, or turning the entire craft to look elsewhere. Using the sit-down unit and headset, games like VTOL are already forcing players to finally utilise their long suppressed urge to move while playing. You have to scan the skies above and behind to pick up incoming enemy fighters.

New skills, especially being able to manipulate two joysticks simultaneously, will have to be stressed by designers if the Virtuality isn't just to be another fancy cabinet. It has the potential to be the next wave of coin-op gaming and life could prove very interesting; ever considered *Virtual Invaders*, thought about 3D *Defender* or mused on *Pac-Man* with vector graphics?

I was an arcade junky!



Well, I was an average guy with average hobbies. I played a bit of pinball, did a few slots but nothing outrageous.

Well, one day at school, a bunch of my mates said they were going down town to play something called *Space Invaders*. I'd never done anything like this before, but I tagged along. Thought it might be a laugh!

The arcade was a strange, mysterious place. It was dark and smoky, like some green neon den. Well, I watched some of the other guys play this strange electronic game. They seemed to enjoy it, but their faces were blank as they stared at the screen and they kept twitching. As if physically moving meant their 'Base' would move faster. It came to my turn and they all jeered saying I was chicken if I didn't do at least one game. So I played.

I rolled up my sleeves, got the 10p ready and forced it in. Suddenly time slowed down: the lights and noise became one and I was transported to another world. A menacing world where strange squat creatures were trying to kill me. I was scared, but thrilled too, as we fought high-tech duels to the death. Wham! It was suddenly all over and I was returned back to the arcade, apparently I was dead! Well I felt drained, but strangely exhilarated. I had to have another go. Now!

To start with we only played at weekends; you know for a break, a chance to work off any frustrations. Then, one dark day someone said I should have a shot at *Defender*. I'd toyed with a few stronger games before, I'd done a bit of *Scramble*, could handle the occasional spot of *Asteroids*, hell I could even cope with *Tempest*, but this baby was real different. *Defender* ate my mind and my money.

The first rush was the speed, the second was the fire-power but both were filled with an all-pervading sense of terror. The aliens were coming en masse, my scanner showed me that, and they were after my people! Smart bombs were the simple answer to any problem, worth using just for the colours.

I was hitting *Defender* twice a day, just to stay normal. I'd sit at home re-enacting failed techniques in my head, calculating the best time to use a smart bomb. Well the story gets sad here, I went from one William's machine to another: from *Defender* to *Stargate*, from *Stargate* to *Robotron*. Each was more powerfully addictive than the last. You can't live like that and I degenerated into an alien-slaying fiend, who lived to blast.

That was seven years ago and well, nothing's really improved. My need for neon and splatter weapons has led me to the periphery of society only working in jobs where my horrible addiction wouldn't be noticed. Now I'm a games journo'. Nuff said!

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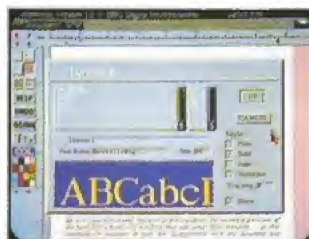
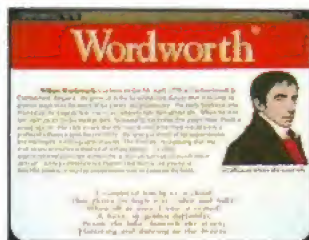
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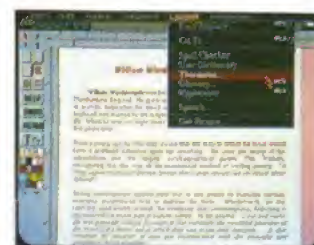
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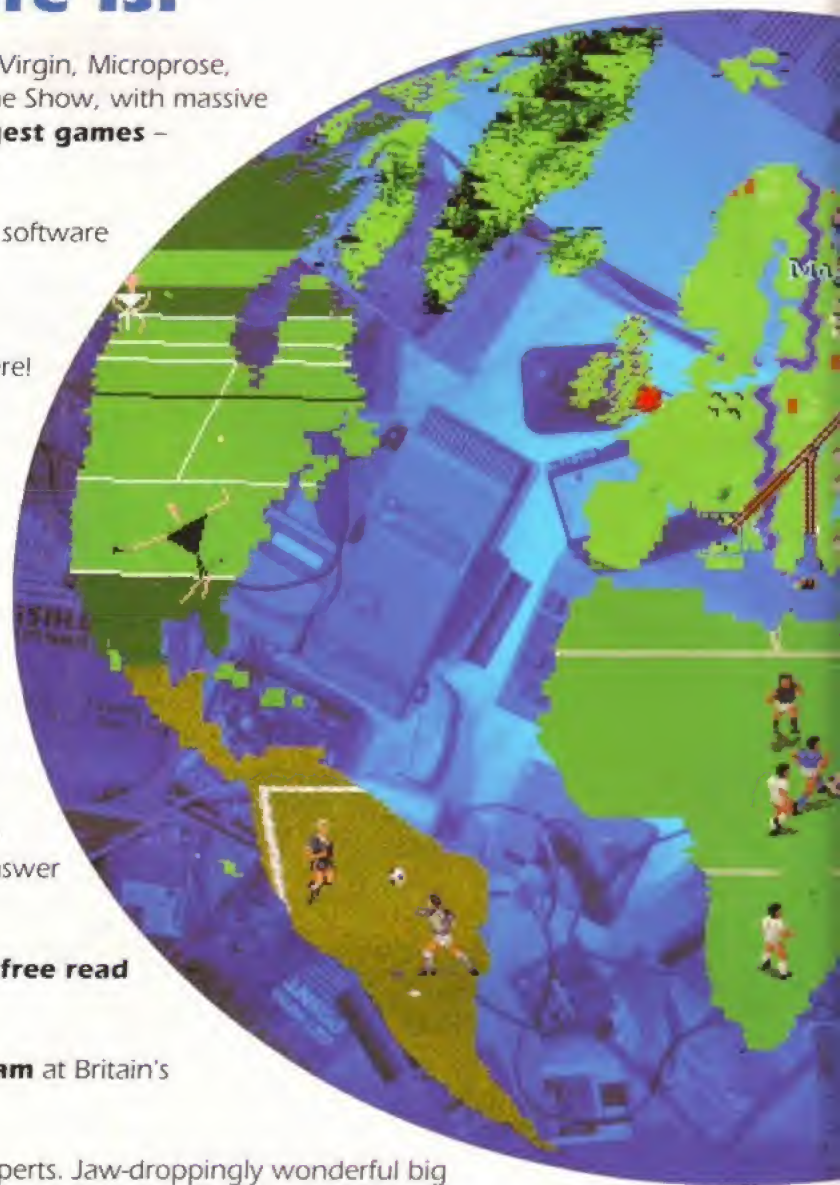
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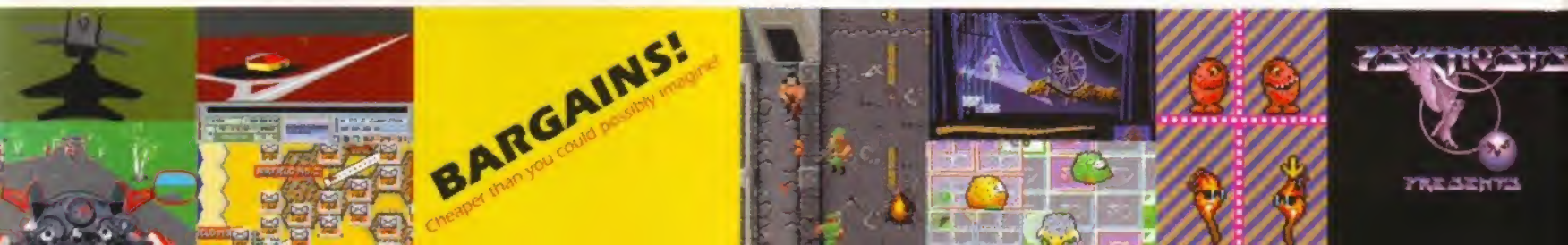
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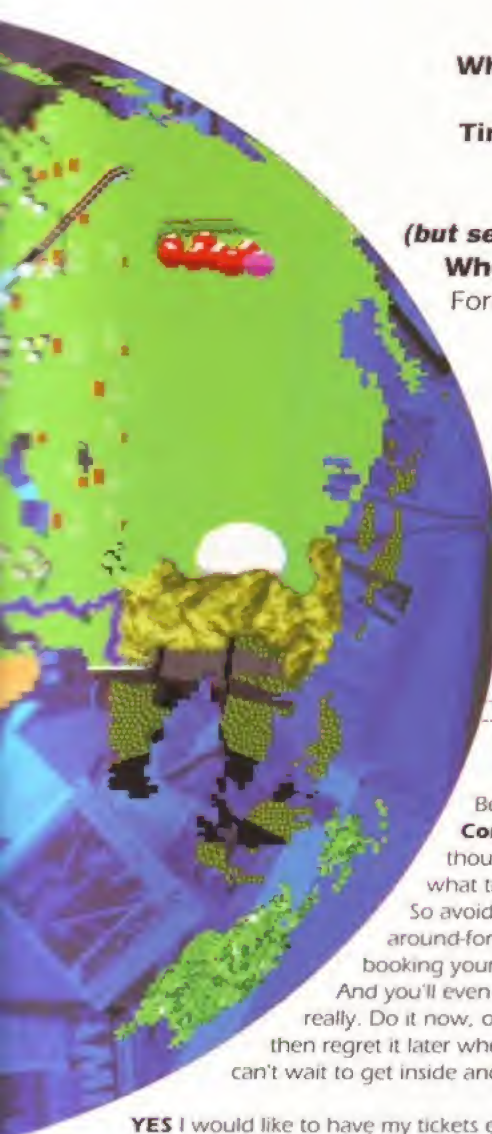
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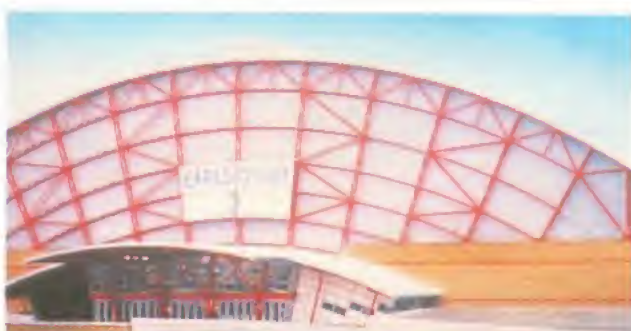
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

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
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


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
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
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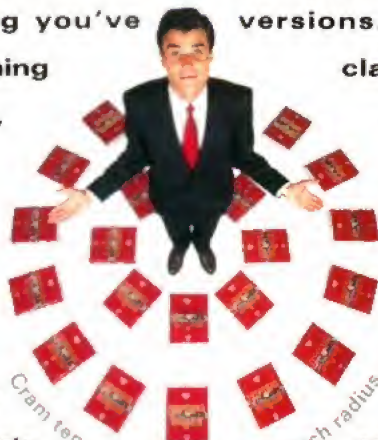
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
No experience required. Or remix any of your CDs to create your own versions. If your tastes are more

classical, listen to Beethoven's


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24-bit 'True Colour' brings the ultimate in graphics to the Amiga. You can create images using a whole spectrum of colours from a palette of millions, bringing photograph-like realism or the flashiest of professional-looking computer graphics.

Damien Noonan explains how it works and why it pushes Amiga graphics as far as they will ever go.

Somewhere over the rainbow!

AMIGA FORMAT

38

OCTOBER 1991

THE FIRST THING that hits you is the figures. True Colour means 24 bits per pixel and that means 16,777,216 colours that you can use. Wow! It certainly sounds impressive after 32 colours in a game or 4,096 colours in a HAM painting. But after all those numbers your head begins to swim a bit. Take a deep breath and relax. Now, there are two obvious questions that these numbers raise. Let's get them answered.

First of all, why do 24 bits mean 16 million colours? Well, this is what you might call the highly technical part of the affair, so we'll explain that side of things in a minute. Second, why is 16 million colours called True Colour, why not more or less? This is a slightly more esoteric thing, but when we look for the answer to this we'll discover that the Amiga has now reached the ultimate answer in computer graphics: the crock of gold at the end of the rainbow, you might say.

Every little dot on a computer screen is called a pixel. Any picture that you draw on the Amiga and then save out to disk is simply a map of what colour each pixel should be. When you decide how many colours you are going to use in a picture, what you are in fact deciding is how many 'bits' (binary 1s or 0s) will be used to remember each pixel. It works like this.

If you had only one bit to describe each pixel, you would only be able to choose two colours: one for a 1 and one for a 0. Say, black for a 1 or white for a 0.

If you have two bits, then you immediately double your options. You can have 1 and 1 for black, 0 and 0 for white, 0 and 1 for blue and 1 and 0 for orange. That gives you a two-bit image, like the Workbench screen.

And so it goes on. Three bits lets you have eight colours, four bits lets you have 16 colours and five bits gives you the 32 colours of a standard *Deluxe Paint* picture or an Amiga game.



So it's easy to see that you can go as far as you want, doubling the amount of colours available each time you add an extra bit of memory for each pixel. The next question is: why do we need all these colours?

Well, computer colours are a little bit weird in that you can't at any stage mix or invent new ones. Every single colour or shade of colour you want to represent has to be preset inside the machine in what's called the palette.

The Amiga has a 12-bit palette, which gives a choice of 4,096 shades of colours. In actual fact, this doesn't mean it has 12-bit colour capability: the maximum it can deal with is 5-bit, which is why 32 colours is more or less the standard maximum. The 4,096-colour HAM mode is actually a complete cheat, a very tricky bit of programming that really uses 4-bit colour (16 colours on screen) but kind of modifies them. Nuff said.

HAM is actually a very powerful thing: if, for instance, you were to pause the screen on the average telly you'd find it doesn't look very different from a HAM picture. Try it if you've got a good freeze-frame on your video. But if you want your Amiga pictures to be better-looking, if you want them to be as good as photographs or as the best flash computer graphics, you're going to need more than 4096 colours in your palette. Not because there are any more colours around: you've probably already got everything from Lemon Yellow to Violet. But because you need many more subtle shades, to represent the hundreds of shades of green in a balde of grass, for instance.

OK, so we know that you need as many different subtle shades of colour as possible.

We also know that each time you add a bit on, you double the number of shades you can have. So why stop at 24-bit?

Well, one particular fact makes it sound very strange. An ordinary Amiga low-resolution screen has a display resolution of 320 by 256 pixels. That's 81,920 individual pixels. So even if each one was a different colour, you could only have that many colours. Even on a high-res screen display of 640 by 512 pixels, you could only fit 327,680 different colours. So why bother with more?

In *AF17* we spoke to Perry Kivlovitz of ASDG, who develop leading-edge 24-bit graphics systems such as *The Art Department Professional*, reviewed last issue. He explained it this way. If you were to take a camera and point it at the countryside, to represent that you wouldn't need 24 bits of colour. There are probably only about 300,000 colours there, so you could easily do it in 18 bits.

If, on the other hand, you do a close-up of a human face, you've got many, many subtle gradations, all shades of the same basic colour. If you want to represent all the different shades of a single colour you'll need eight bits, 256 different shades. Now, because each colour on a computer screen is made up of three different basic primary colours - red, green and blue - to make sure you have those 256 shades of each possible colour you need three times eight bits, which gives you 24 bits.

So in effect, if you have 24-bit colour you are scientifically assured of being able to represent every colour or shade of colour the human eye can perceive. It is the ultimate in computer graphics. And the Amiga is there...

Joining The 24-bit revolution

Already there's a very healthy range of graphics software available that can work with True Colour images, and there's more on the way all the time. Let's take a quick look at the options.

24-BIT COLOUR CARDS are the key component of the system, providing the 24-bit palette and the display system. They invariably require the use of an expensive VGA or Multisync monitor, too. Those so far available for the Amiga are somewhat limited in number, but there are many more on the way. Currently the only one available for purchase in the UK as far as we are aware is the Harlequin from Amiga Centre Scotland. See the *TV Paint* review over the page for more details. The FireCracker card from Impulse has the highest profile in the States, but is not yet available over here. More news of 24-bit hardware will follow as soon as we get it.

THE ART DEPARTMENT PROFESSIONAL from ASDG, reviewed last issue, is the first real 24-bit image processing system and also allows you to compose photo-montages with 24-bit images. Flexibility of file storage is likely to be very important for 24-bit work and this provides a number of save and load format options as well as a range of excellent image enhancement features.

SCANLAB PROFESSIONAL is the first 24-bit scanning software for the Amiga. It means that you can use the, for example, Sharp JX-300 and up range of scanners to produce gorgeous full-colour scans. While £600 for the package and £3,000 for the scanner might seem expensive, the quality is unrivalled. Look at the review on Page 40 to see exactly why.

RASTERLINK is an excellent graphics file conversion utility which is only available with the Harlequin card. We've found it invaluable for transferring 24-bit Amiga IFFs to our Macintosh DTP system.

DRAW 4D PROFESSIONAL is one of many 3D modelling programs that can output 24-bit files. This one is mainly geared towards producing illustrations for desktop publishing work, where 24-bit colour seems likely to give an excellent low-cost alternative to traditional reprographics.

VISTAPRO which we reviewed last issue produces marvellous 24-bit rendered fractal landscapes, which could be of great use as part of a 24-bit illustration. We think it will inspire some excellent creative work.

DIGIVIEW GOLD from Newtek is well established as one of the top-quality video digitisers, but its ability to create 21-bit images will give it a new lease of life as an affordable source of photographic images taken from actual photographs.

COLOURPIC from JCL is another video digitiser that will live on in the 24-bit age because of its capability to produce 16-bit photographic images.

REAL 3D is one of several 3D rendering or ray-tracing packages that is capable of producing 24-bit output. The two main tools of the 24-bit revolution are likely to be photographic sources from digitisers or scanners, or computer graphics from 3D rendering. Paint packages are more likely to be used as tools to combine or rework images produced using these techniques.

IMAGINE is another of the new wave of excellent 3D rendering programs which are capable of 24-bit work. As with many of these programs, it was developed slightly in advance of the emergence of a 24-bit file format standard for the Amiga, which emphasises the need for the image processing and file conversion programs. *Imagine's* elder brother *Turbo Silver* can also produce 24-bit stuff.

3D PROFESSIONAL is one of several 3D modelling programs about to be updated to include 24-bit output. Although the original version had many faults, we are expecting most of these to be cured in the new release and the price to have fallen.

SCULPT-ANIMATE is the old favourite of the 3D ray-tracing packages and, though it has been upstaged by newcomers such as *Imagine*, is still an excellent program. It too can output 24-bit data.

TV PAINT is the first of the true 24-bit paint programs to appear for the Amiga. There's no reason why it should be the last because, as the French programmers explained to Brian Larkman, 24-bit is a lot easier to program than HAM. We may see a 24-bit version of *Deluxe Paint* very soon.

HAM-E is the first really cheap 24-bit system. While it's slightly unsatisfactory in a way, because it is a bit too clever for its own good, it is remarkably inexpensive, works with a standard Amiga monitor and comes complete with a paint package and an excellent image processing program (possibly the best ever written for any computer). HAM-E has also managed to attract sufficient approval to ensure that its own file format will be supported by a number of other key 24-bit programs: already *Art Dept Pro* can load HAM-E images. Read the review over the page.

THE GRAPHICS WORKSHOP was a 64-colour paint package which could have rivalled *Deluxe Paint III* had it not arrived a couple of years too late. Instead it's been rewritten to work with HAM-E, and it seems likely to become the standard HAM-E paint program. We expect to bring you a review very soon.





Other art packages had better beware. A new standard is about to be set with a full 'true colour' digital paint system that works with the ACS Harlequin frame buffer.

BRIAN LARKMAN splashes the paint about inside his telly with.....

TV Paint

True Colour Art Package ■ £900 ■ Tecsoft

AMIGA FORMAT

40

OCTOBER 1991

ALL THE FUSS about 24-bit and true colour on the Amiga disguises the fact that, as yet, there is hardly any software available that uses it to the full. Take bitmapped paint programs for example – the most basic piece of graphics software on any computer. Several packages claim to be 24-bit, but none of them actually paint with a full 16 million colours in real time or use tools optimised for a full palette.

TV Paint is about to change all that because the whole system is geared up for the ACS Harlequin graphics board. All of the paint operations are carried out in True Colour, and the tools that have been implemented so far certainly make full use of it. The signs are that Tecsoft are producing a real Rolls-Royce of an art package, but with a price tag to match!

Once the dongle is inserted, booting up the software on an Amiga 3000 with 16 Mb of memory is completely painless (surprise, surprise!). The hiss as the 20-inch MicroVitec Autoscan is connected to the Harlequin when it bursts into life is very satisfying, especially when the 3D tool palette appears. The minimum configuration – that most of us still cannot manage – is 8Mb with a 68,881 'floating point unit', though 6Mb works OK without the spare screen. Plus there's the small matter of a Harlequin. Eventually, though, the software will work with other boards.

Innovative tools are the life-blood of any digital painting system and *TV Paint* is no exception. At this stage in development the full range of features is not quite implemented, but those available are really classy. All of the usual functions are there plus a number of new ones, and even the mundane tools are refined to a degree that is uncommon on the Amiga. Airbrushing, for example, works like the real thing, no huge dots splattered about, just an even transparent gradient of colour building up. At present the flow rate cannot be varied, but it is slow enough to be controllable and extremely convincing.

Unlike the real thing, the airbrush can also colour cycle, follow the path of all of the line tools (dots, freehand line, rectangular, elliptical, curve and bezier) and 'Rub Thru' to the spare screen. This last function is perhaps the



DENSITY MODIFIER AND AIRBRUSH
If set up correctly, Density, can also be used with Trans for blending images. In this case the foreground figures were rubbed through with density to get this transparent feeling.

most useful when compositing images together, because it allows the parts to blend together without apparent joins. The more conventional way to achieve this is with anti-aliasing and edge transparency for brushes. These should be added eventually but in any case 'Rub Thru' is a reasonable substitute for now.

A similar 'temporary substitute' is the use of the transparent 'density' tool to produce gradient fills (the only serious omission from

version 1.0 of the package). In this case the stopgap is of limited use because the procedure is complicated for anything more than the simplest shapes. Tecsoft say that this will be rectified very soon. Nevertheless, the density tool is quite fantastic in its own right. In operation, it resembles the Blend requestor in *Photon Paint*, but it has a number of pre-sets and modes of operation that put it in another league altogether.

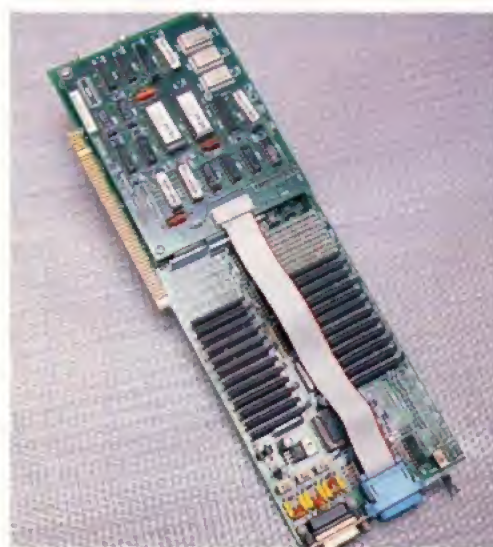
THE HARLEQUIN BOARD

The hardware that you'll need to use *TV Paint* is the first 24-bit colour framebuffer unit to actually go on sale in this country, the Harlequin card from Amiga Centre Scotland. It's actually a 32-bit system, though only 24 bits are used for colour description: the remainder of the pixel description is used for various other display functions, such as masking.

This is a card for professionals, offering broadcast-quality output at a price that's beyond the range of the average Amiga owner but compares very favourably with the equivalent kit that video pros currently use. Already it is proving very popular in professional use, with as many as Amiga Centre Scotland (031-557 4242) can make being snapped up straightaway. A game show for BBC Scotland has already used a Harlequin Amiga system for animations and effects.

The specification and pricing of the system is a little bit too complex to go into here, because there are a number of different options available that affect cost and you really do want to talk to the people who know before considering a purchase, so telephone the Amiga Centre Scotland and have a good talk to them. The basic system starts at around £1,400 while the more advanced options take it up to around £1,800. These include up to 4Mb of video RAM and a full broadcast genlock system.

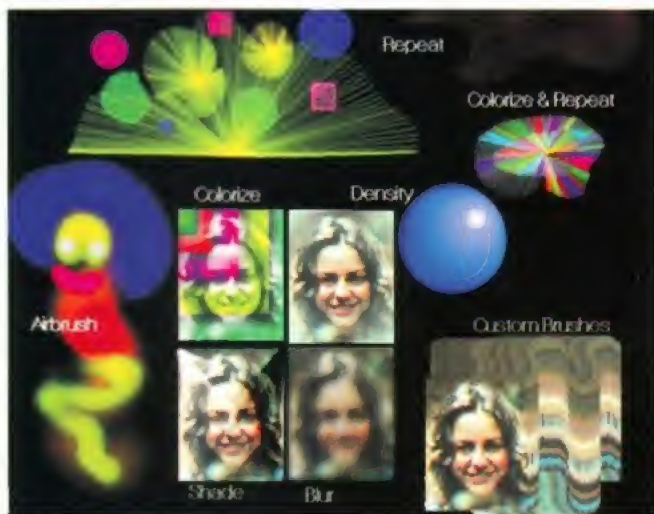
The Harlequin also comes with a suite of image processing software called *AIM*, developed by a university team in Holland. This is nominally PD but the manuals are vital and cost money.





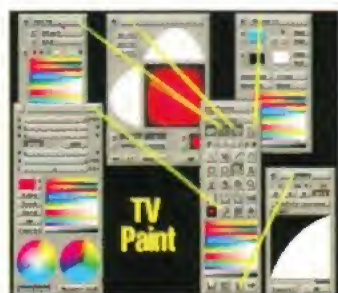
TRANS (RUB THRU) MODE

Using *TV Paint's* 'Rub Thru' mode, several images are blended together without the joins showing. The main image is loaded to the 'foreground' screen, then the secondary images are placed onto the Spare 'background' screen. Flipping between these screens it is possible to judge just where to 'Rub Thru' using the airbrush. The foreground is washed away carefully to reveal just enough of the background. A similar effect could be achieved if the brushes were properly anti-aliased or Edge Transparent.



MODIFIERS AND MODES

A wide range of effects is possible using the Modifiers and modes, singularly or together. The number of permutations is too great to describe them all, but a small selection is shown here. 'Repeat' works with all of the line drawing tools and is especially effective when the airbrush and colour cycling are active as well.



Clockwise from bottom left these are Palette, Cycle Ranges, Density Control, Stencil/Mask and Gamma (Contrast and brightness).

CONTROL PANEL AND MENU

The control panel is relatively simple with a reasonable selection of tools, but it also provides access to the menus that give the system its power.

Clockwise from bottom left these are Palette,

Very few bugs or problems or glitches occurred during the review. Rotating brushes can cause a few bits of 'swarf' at the edges, and occasionally, spurious coloured pixels appear randomly within an image. There are a number of useful tools missing at the moment. There are no patterned or gradient fills, no ellipse, no distortion or perspective functions – as always, the wish-list is longer than the whole of this article.

Nevertheless, in case you think we have started reviewing unfinished software, it must be said that *TV Paint* is available now from ACS or Teesoft and is VERY useable. The system is incomplete compared to Teesoft's plans for it, but then *Deluxe Paint* was incomplete on release compared to *DPaint II* or *III*. The borderline between 'finishing' and upgrading software is a fine one. Anyone buying now will get full upgrades of the software and a manual as and when they are finished. Included with the paint program is *Slide 32*, an excellent True Colour slide-show system with about 20 different wipe effects and a short animation demo that can be used with your own 24-bit animation files – from *Sculpt*, *Imagine* or *Real 3D*. The animation is very fast as long as the pics are not too big – 320x256 is OK.

The competition in the UK (and everywhere else) is limited at the moment. HAM-E from Black Belt Systems is MUCH cheaper and includes a brilliant image-processing program but only uses 256 colours out of 16 million for painting. (See the review of HAM-E on Page 44.) NewTek's *ToasterPaint* is not available over here, it only works with the Toaster and works in HAM mode on screen, displaying 24-bit images on the Toaster monitor. *MacroPaint* loads and saves 24-bit images but only works in hi-res HAM internally.

All in all then *TV Paint* is well worth buying now if you really want proper paint and compositing in 24-bits and IF you can afford it (but then you did buy a Harlequin!) Nevertheless several other True Colour board/paint software combinations will be available shortly. This is certainly a fast growing area so it may be worth waiting – but can you deny yourself this experience!

The upper area of the control panel, above the normal set of tool icons, contains the 'Modes' and 'Modifiers'. A 'painting mode' button provides Blur, Smooth, Colour, Smear, Colorize and Shade, as well as the 'Rub Thru' or Trans mode already discussed. Most of these work as expected, though Blur and Smooth seem virtually identical and Smear is much too severe. Some sort of user control is required here. Below the Mode button are four Modifiers which control all painting and drawing operations:

REPEAT: Causes all the rubber-banded line tools to repeatedly draw, eg the straight line produces the familiar radial fan. When used with the airbrush however some startling effects are feasible.

CYCLE: Makes all tools cycle through the set range of colours. With four 256 colour palettes and four cycle ranges, 16 colour cycles are available. Each can be reversed. Used with Colorize some spectacular metallic and lustrous effects are obtained.

DENSITY: Works much like the *Photon Paint* Blend requestor, but with four profiles stored in memory and eight presets.

MASKING: Is based completely on a colour stencil rather than a screen area at the moment. Up to eight colours can be added to the Mask and the numeric definition of these can be made quite 'fuzzy' to include a range of similar shades.

TV Paint

SPEED ●●●●

The accelerator obviously helps but it still is as fast as *Deluxe Paint III* – with 16million colours!

DOCUMENTATION ●●●

Delightfully quirky English. 'Hand-made' but well printed with reference and tutorial help.

ACCESSIBILITY ●●●●●

Non-standard interface, but beautiful, well laid-out control panels with good labelling.

FEATURES ●●●

Good and getting better every week. Could be the one to beat.

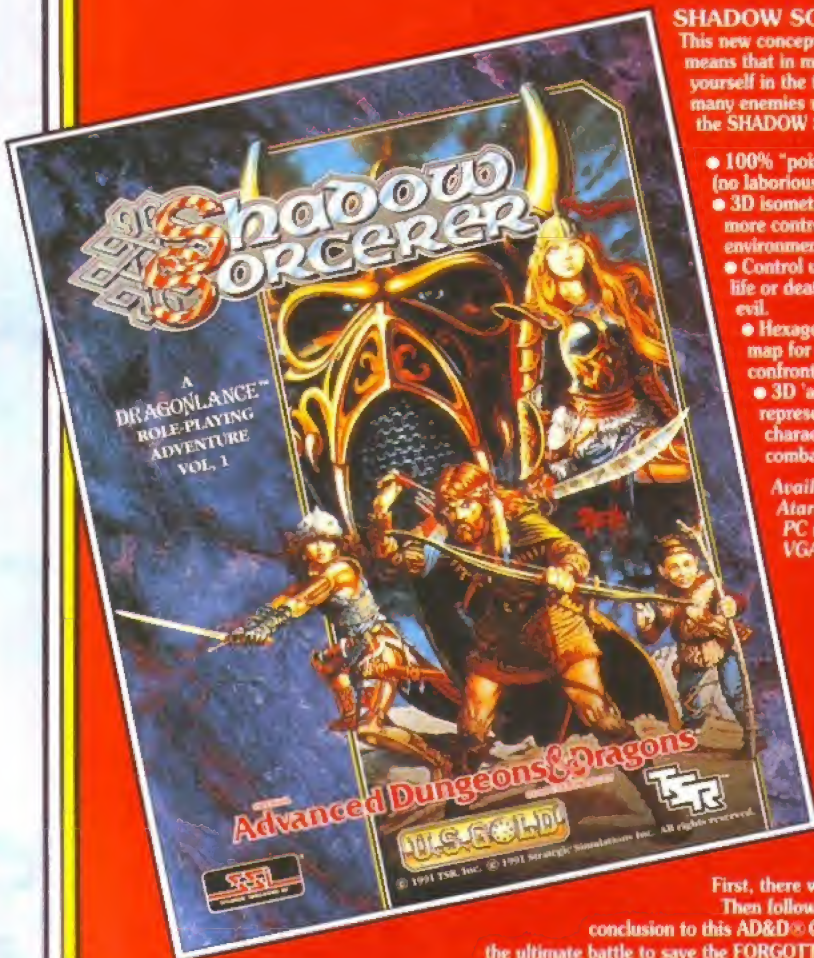
VALUE ●●

Expensive for the Amiga market, but OK for a system aimed at professionals.

AMIGA
Verdict
FORMAT

85%

OCTOBER IS A

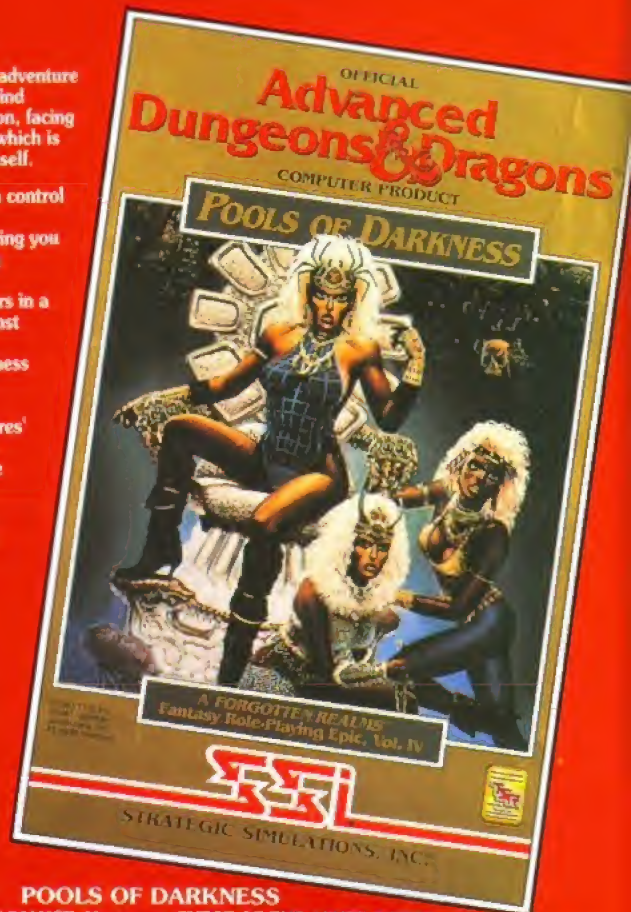


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POOLS OF DARKNESS

First, there was POOL OF RADIANCE. Next came CURSE OF THE AZURE BONDS.

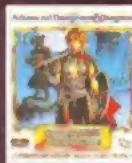
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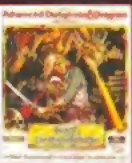
Available on: Amiga & PC (EGA, CGA, VGA, TGA).



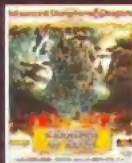
War of the
Lance
Available on:
CBM 64/128 &
PC (EGA, CGA).



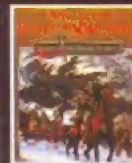
Curse of the
Azure Bonds
Available on:
CBM 64/128,
ATARI ST, AMIGA
(1 MEG) & PC (EGA,
CGA, TANDY 16
Colour).



Pool of
Radiance
Available on:
CBM 64/128,
AMIGA (1 MEG) &
PC (EGA, CGA,
Tandy 16 Colour).



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Krynn
Available on:
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PC (EGA, CGA,
TANDY 16 Colour).



Secret of the
Silver Blades
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TANDY 16
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CGA, VGA, TANDY
16 Colour).



Eye of the
Beholder
Available on:
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PC (EGA, CGA,
MCGA, VGA,
TANDY 16 Colour).

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If True Colour is the biggest breakthrough yet in graphics technology, then this must be the biggest breakthrough in price: a 24-bit system for the A500 that costs about the same as a 20Mb hard drive.

BRIAN LARKMAN finds out whether this can possibly be for real...

HAM-E

24-Bit Graphics Enhancer ■ £300

Black Belt Systems

IT COULD ONLY HAPPEN on the Amiga. While all the big boys in Amiga graphics are beavering away producing amazing 24-bit hardware and software for the professional market at professional prices – in other words, hugely expensive – a bunch of innovative enthusiasts have been quietly inventing a new True Colour system that we can all afford. HAM-E offers 24-bit colour on an Amiga 500 (while other 24-bit systems only work on an Amiga 2000), uses a regular 1084 monitor (rather than an expensive Multisync), is fully compatible with all your existing software and even comes with a good paint program and a brilliant image-processing system thrown in for no extra money. Sounds like a complete bargain for £300, doesn't it? That's because it's not actually 24-bit throughout; instead, HAM-E uses an ingenious piece of lateral thinking.

HAM-E, like HAM before it, is a clever 'trick' that persuades the Amiga to show off many more colours than anyone thought possible even three or four years ago. With a sharp bit of logic and some ingenious hardware HAM-E can display up to 256 colours chosen from 16 million in standard 'Register' mode, or about 256,000 colours in HAM-E mode, an extended version of the ordinary HAM.

So how does it work? Well, HAM-E is based on a very simple trick. It uses a hi-res display inside the computer (640x256 non-interlace) but actually displays each pair of pixels as just one pixel, to give an apparently low-resolution screen. On a high resolution screen each pixel has four bits of colour, which gives 16 colours or 'registers' (2x2x2x2). Each pair of pixels therefore has eight bits of colour which is 256 colours (2x2x2x2x2x2x2x2).

The hardware controls the display by examining the first few pixels of the image, over four to eight scanlines. If it finds the right combination of colours at the top-left corner of the image (a small block called the 'magic cookie'), HAM-E is 'triggered'. If the basic 8-bit registers are used 'straight', images can



have 256 colours from 16 million. This is the Register or 'Reg' mode. It is also possible to use the information in the 'magic cookie' to set up more registers that allow the extended HAM mode, HAM-E...

Normal HAM uses six bits for each pixel. The first two are for control, the other four contain data that defines either one of the 16 colours in the palette you have chosen or the level of one colour; Red, Green or Blue. Each pixel, therefore, is either a palette colour, or is derived from the previous pixel with its R, G,

or B value changed. HAM-E mode uses a similar trick but with eight bits for each pixel and a 256 colour rather than 16 colour register. Frankly it is all a bit more complex than this description but in effect HAM-E mode gives a possible 256,000 colours on screen, and 256 basic palette colours from which these are derived, so there is virtually no 'fringing' (that messy blur of colour sometimes seen on HAM pictures).

A final trick is offered by the optional extra add-on, HAM-E Plus. This version costs £100 more but can separate each pair of pixels in the hi-res display, making every other one the average of those on either side, providing a sort of hardware anti-aliasing.

HAM-E is bundled with two pieces of software, a Reg mode paint program – *RegPaint* – and a 24-bit image-processing system, *Image Professional*. Both programs were still under development until recently, so their manuals are on disk, making learning them doubly difficult. Black Belt have assured us that full manuals will be sent to all registered users of HAM-E this summer.

OK, that's the hype over. Now, how well does it actually work? Let's get one thing straight first: the definition of 'True Colour' depends on who is defining it. To display 16 million colours you would need a 4,000 by 4,000 pixel screen (about 60 times the size of the Amiga's in Hi-Res mode). No current system in the world is this big. True Colour

THE HAM-E HARDWARE



One of the main reasons HAM-E is such an attractive prospect is that the hardware is a separate box, rather than a plug-in card. This means it can be used with any Amiga, even a humble A500.

Register Paint



By abandoning conventional Icon Palette and pull-down menu combination means that the RegPaint tool palette seems rather crowded and confusing. No Polygon Tool, only single pixel Built-in brush and no indication of FG and BG colours.

THIS IS A POWERFUL AND comprehensive Reg mode paint program that shows off the awesome potential of the HAM-E system. There is a problem with it though, it's a real bitch to use!

On booting up the user is presented with an icon tool palette across the bottom of the screen containing most of the usual drawing and painting tools. Several of these bring up further icon palettes or requestors. Many of the common tools work in a conventional way. It's when you start to use the 'power' tools that should really be utilising the potential of all those colours, that the problems start.

The trouble really stems from using a non-standard interface. Most of the people who are likely to buy the HAM-E system are going to be experienced with Amiga graphics. They will have cut their computer graphic teeth on *Deluxe Paint* and then progressed to *Photon Paint* or *DigiPaint*. All of those paint programs (and almost every other successful paint system) use a combination of simple icons and pull-down menus as a user interface, plus common key-press equivalents (ie j for spare screen). It is a tried and tested system that works. There is no reason to change unless the new system offers great advantages of speed and ease of use. *TV Paint* (reviewed on Page 40) for example has broken away from the convention with some success, using a brilliant icon-only approach that is a joy to use. *RegPaint* on the other hand is no joy.

Why is this? Well the icon palette contains large multicoloured buttons which are too large, the colours

confusing and the drop-shadowed text used for lettering is far too obscure. In several cases two icons are used when surely a double-click or right-button-click on the same icon would do, like in *Deluxe Paint*. Fill and Fill tools, Brush and Brush tools are examples. There is no indication of FG or BG colour or of current range or range type.

If Black Belt had employed a designer with experience of computer painting to redesign the interface, then *RegPaint* would be an excellent program.



The palette is reasonably comprehensive and straightforward considering it supports colour ranges, EFX ranges and Glow ranges. Selecting the range colours and spreads with the left and right buttons means that the FG and BG colours are constantly being changed. Because there is no indication of this on the working screen, mistakes are inevitable. (The boxes at the bottom contain a slice of the colour cube like *PhotonPaint* or *DigiPaint*. This seems to be impossible to capture in a screen grab.)



Having a reasonable number of colours in the palette means that quite good real airbrush effects can be attempted using Gradient Fills. (The Airbrush tool is next to useless for this sort of job). The Fill tools are comprehensive enough, but the vital 'directional' Radial fill is rather crude. A radial line denoting light direction like that used in *DPaint IV* is much more effective.



therefore means having 16 million to choose from. This allows really smooth gradations of subtle hues – like the colour of skin. But it also means every pixel being any one of that 16 million – so the 256 colour choice of Register mode is not True Colour, but the 256,000 colours of HAM-E mode are.

Whichever mode you use the system in it is amazing, especially with decent software like *Image Professional*. Even *RegPaint*, the powerful but difficult to learn Register mode paint program bundled with the system, shows its potential. Using a well thought-out system like *Oxii's SpectraColor*, some excellent results should be possible. Eventually many software producers should include HAM-E support: ASDG's Art Department Professional already does and a new HAM-E version of Holosoff's paint package *The Graphics Workshop* is on the way very soon.

In most cases even non-HAM-E software is transparent to the system, though loading HAM-E images into *Deluxe Paint III* causes some colour distortion, as if it were a HAM program. Most viewer utilities display HAM-E images perfectly.

There are some limitations, but none seem that serious unless you have an A3000. When you first get the system it has to be set up. The review version seemed to work well straight from the box, so I didn't bother (I never did like manuals). Soon it became obvious that part of the setup was necessary. Using any

Image Professional

QUITE THE MOST comprehensive 24-bit image processing tool ever developed for the Amiga – probably even for any micro-computer. The range of features, the degree of user control on all of the possible options, the inter-connection of its utilities is so great that the program might have been overwhelming. Instead, though, it is very approachable and is relatively easy to use, encouraging an almost addictive desire to experiment.

In contrast to RegPaint, the 'button only' approach works – possibly because text labels rather than obscure icons have been used. Ironically, the only place where conventional icons might have helped is in the Paint Panel, just because designers would feel more at home with familiar tools. Nevertheless, with a few hours practice, operation is quite intuitive.

The range of processing operations available is huge. To get an idea of the range simply take a look at the control panel. Most of the processes work extremely well and do what you would expect from their description.

Processing can be applied to any area of the screen in any shape, or to the entire screen. Any number of buffers for other images can be set up (limited by memory). Several pictures can be loaded and clips taken from one or more of them. All buffers are clearly labelled by name and can be composited together and/or used to apply other processes. Virtually any transformation can be applied, the only limitation is your imagination and, it must be said, your patience.

Not surprisingly, 24-bit image processing takes time and memory. Many of the operations available take several minutes – and some take hours! Here is the best case yet for an accelerator and extra memory. The program tries to help however by giving a wide range of display options. Most processing operations can take place in greyscale or 256 colour Reg mode giving you an acceptable idea of the results. Later the image can be displayed at its best in 24-bit HQ HAM-E mode.

Contrast	Brightness	Gamma	Shades 1	Shades 255	Shade	De-Contrast	Colorize	Invert	Pixel
Remove Stroke	Remove Dither	Make Mono	Make Lines	Make Rect	Color Neg	Colorize	Set to Color	Palette Color	False Color
Line Art	Edge Detect	Median Filter	Smooth	Blur	Sharpen	Soften	Moisture	Wet	Low Pass
High Pass	Posterize	Saturate	Pixelate	Bar Filter	Color Filter	Color Mirror	Color Swap	Color Swap	Color Swap
Antique	De-Antique	Edge-Find	Remove Features	Remove Noise	Connect	Shrink	Expand	Pixel Connect	Antialias
Reduce Size	Resize Lines	Resize Filter	Anti-Alias	Image Crop	Set Size	Small Filter	Area Fill	Set Color	Color Region
Stretch Clip	Rotate Clip	Clip at 2 x	Clip at 5 x	Shaded Zoom	Set Zoom	F / X Panel	R / B Panel	Make Mask	None

The vast range of image-processing options available are shown from the control panel. Some of these open to other arrays of options. Although once again the conventional icon tool panel / pull-down-menu combination has been abandoned, in this case the system works very well. The icons and text are very clear and the simple layout encourages experiment. It might have been better if the buttons leading to more tools (RGB, F/X etc) had been distinguished with another colour.



Original Picture



Cellular Pixelisation



Explode



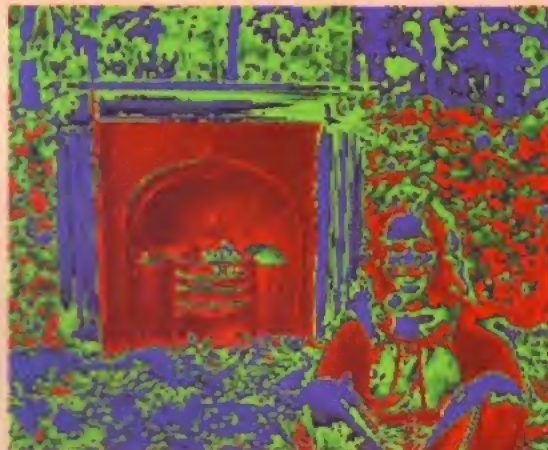
False Colour



Oil Brushed



Relief



Solarise



Spiral Blur


Contour Line

Emboss and Blur

High Pass Filter

Motion Blur

Shaded Elevation (Sea level height set)

Shine

Watercolour Painting effect

Zigzag - crumpled foil effect

palette 0,0,0 was not black but dark blue. This means adjusting the RGB Black level. A bit of a pain to set up - but not beyond anyone who has fitted extra memory to an A500.

The way HAM-E works means that you lose the top few lines of your display for the Magic Cookie. For True Colour it seems a fair exchange. Also it only works in what is, in effect, low resolution, with or without interlace. Nevertheless, all normal Amiga hi-res modes will still work in the normal 16 colours, on top of which larger images can be loaded into the two bundled HAM-E programs and scrolled around, though even with 6Mb of RAM including 1Mb of chip RAM, 640x512 pictures caused both programs to crash. 2Mb of chip RAM seems in order.

Black Belt claim that HAM-E will work with ALL Amigas. Nothing, though, is ever that simple. Terry Cox of Leisure Systems, York pointed out that the Denise chip fitted to all PAL A3000s and other PAL ECS machines (are there any?), has a bug that causes problems when using HAM-E. CheckMate, the UK distributors of HAM-E, who isolated the problem, suggest that an old Denise is used temporarily. Eventually, if Commodore don't fix the chips, some sort of piggy-back board with both sorts of Denise on-board may have to be devised.

The final problem is again no fault of HAM-E, but there was a mention of it in those unread manuals on disk. Bugs in AmigaDOS 1.3.2 mean that opening several interlace screens at the same time as a non-interlace screen can cause a system crash. If your Workbench is set to interlace, like mine, the HAM-E software will keep crashing with interlace images, like mine. Three days later I read the manuals.

The competition is limited. The closest at the price is a similar system called DCTV from Digital Creations, but that is unavailable in this country. Full 24-bit frame buffers are in a different league altogether, both in price and in the additional hardware and software they need. So if you want a taste of the True Colour action, but at low resolution and a low price, then HAM-E is the only way to go... ☺

HAM-E
SPEED

Reasonable for a 24-bit system. An accelerator is almost essential for *Image Professional*.

DOCUMENTATION

On disk at the moment so difficult to use. 156 pages to print! Good reference but no tutorials.

ACCESSIBILITY

The hardware is fairly simple. *RegPaint* poor. *Image Pro* good. Lots more support coming.

FEATURES

24-bit colour on an A500 with brilliant image processing and useable painting. Great.

VALUE

Ten extra useable colours per penny. This has to be the bargain of the year.

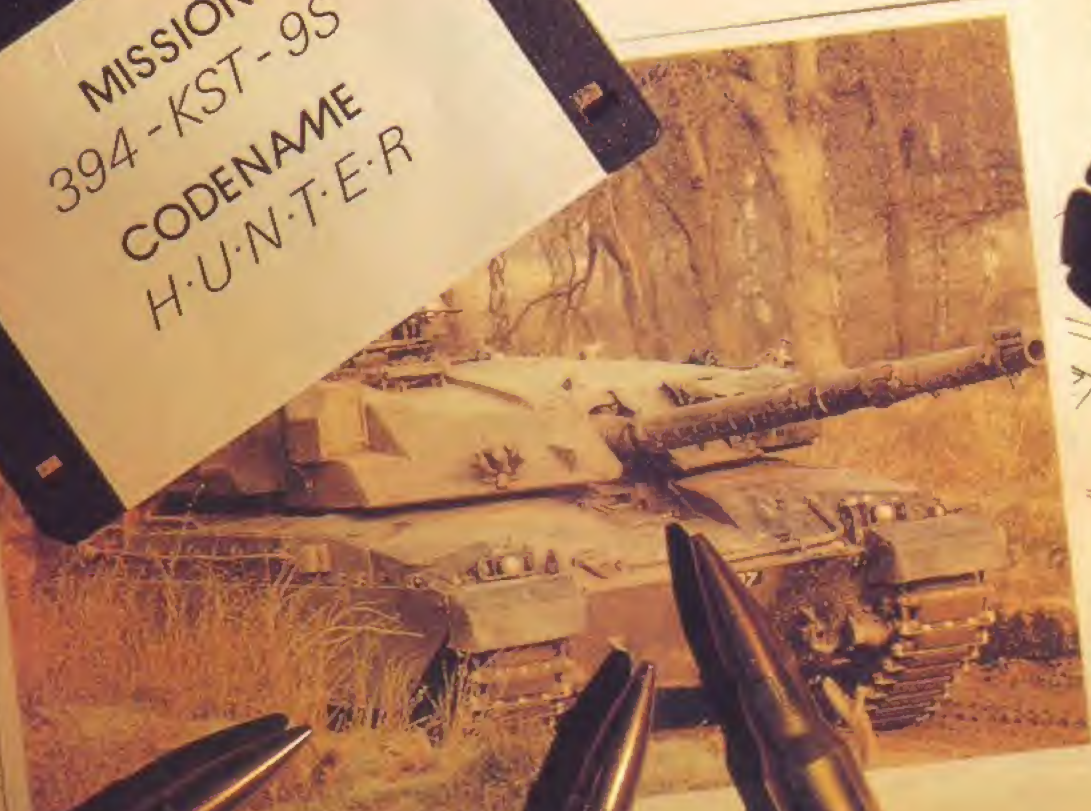
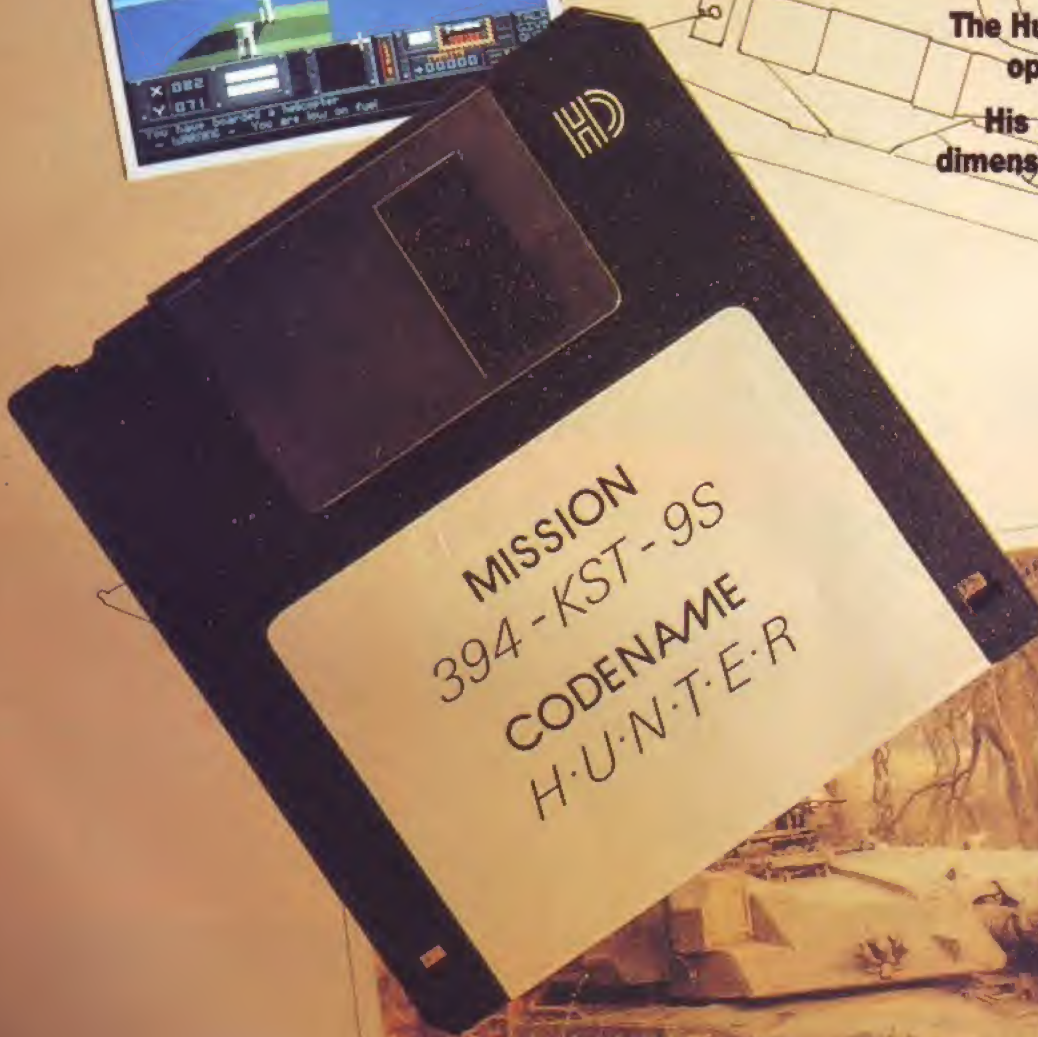

90%

HUNTER

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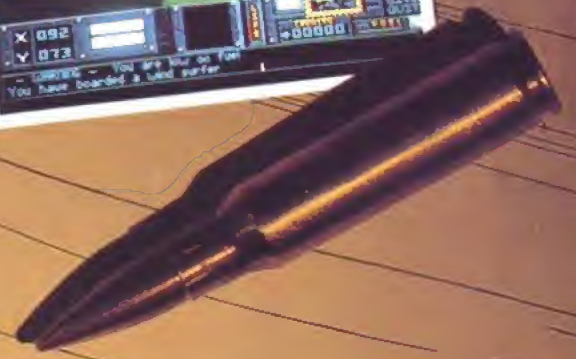
ACTIVISION

HUNTER

SEEK TO DESTROY.

versatility to make best use of a wide range of
ous missions, the Hunter is a breed apart.

and structures found in his amazing three-
survive. The Hunter has the will to win. Do you?



VISION

Available in September on Amiga & Atari ST

16 million colours means you can now have images on your Amiga screen that look as good as the best photographs.

But how do you get them there?

Paul Lyons looks at a new product that puts the power of the Sharp range of scanners under your control.

Professional Scan Lab II

ASDG Incorporated ■ £599+VAT

IN THE LAST issue we looked at *Art Department Professional* – one of the first image processing programs that let you manipulate 24-bit images on your Amiga. But, I hear you ask, how do you get those images into your Amiga in the first place? You could of course use a digitiser, but few of the ones that are currently available grab pictures in true 24-bit colour. The way that professional colour imaging systems work is by using a colour flatbed scanner to feed images into the system. In the past these have been expensive and hard to interface to the Amiga, but with the ever increasing interest in 24-bit colour, prices are subsequently dropping...

The standard interfaces on the Amiga are too slow for the vast amount of data that makes up a 24-bit image (a 4Mb scan takes over an hour to feed through the serial port at 9600 baud) so Professional Scan Lab II uses its own board which plugs into an expansion socket in an A2000 or A3000. The board is

All the images on these pages were scanned using Professional Scan Lab II on an A2000 with 7Mb of RAM. The largest scans were saved directly to disk. Although this takes more time it allows users with less memory to create large scans.



SHARP SCANNING



Regular readers of *Amiga Format* will know that we're big fans of Sharp's range of colour scanners. Back in AF 22 we gave five stars to the Sharp JX-100/Scan Lab 100 package. OK, so it only scans up to 200dpi and in 16- not 24-bit, but at £545+VAT it's considerably cheaper than the Pro Scan Lab II software/board combination – and that's without a scanner.

After the JX-100, comes the JX-300. This is a 300dpi full 24-bit, full A4 flatbed scanner that gives amazingly fab results like, er, well like the ones on these pages which were all done using an Amiga A2000 and a JX-300. At £1,320+VAT it's not cheap, per se, but it's very cheap for a full-colour scanner of this quality. Next in the range comes the JX-450, an A3 version of the JX-300, which also scans at 300dpi. There's also an optional attachment that allows you to scan transparencies at 300 dpi, but it has to be said it's not up to the standard set by the rest of the scanner. For high-quality slides you really need the big brother of the range, the JX-600. This is a 600 x 600dpi, full-colour scanner that comes complete with an additional overhead light source designed specifically for scanning trannies. The price? Well if you need to ask you can't afford it, but since you ask it's £11,995+VAT...



SIX EASY STAGES TO PERFECT SCANS

1 Choose your pictures with care. Even the best colour scanner can't make a good image out of a poor photograph. Good photographs are bright, have good contrast and lots of detail in the highlights and shadows. Try to avoid pictures cut out of magazines and books, because of the way in which pictures are 'screened' for printing, scanned images often have strange moire patterns across them.

2 Keep the glass of your scanner clean. Never ever touch the glass with your fingers, use a soft cloth and a good glass cleaner.



3 Put the picture on the glass and do a low-resolution preview scan. This allows you to see a rough of the picture. Crop the image as tightly as possible either by typing in the offset numbers on

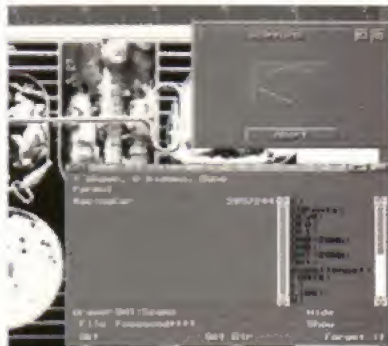
the control panel, or picking up the handles at the corners of the preview box and dragging them to the right position. Making the scanning area as small as possible keeps the file size down and makes all operations quicker.



4 Before clicking scan add the desired level of edge enhancement. This is a form of image sharpening tool and works well but not on all images. When you start to get the hang of scanning

you will begin to recognise what type of images will be improved by which amount of correction .

5 Set the scan type to 24-bit and the resolution to the desired level. To work out the right resolution take the line screen you will be printing at and multiply it by two (see AF 25 for more about line screens). The higher the line screen the better quality the picture, assuming that your printer can cope with the higher resolution. As a guide, newspaper pictures have a 70-85 line screen, AF's sister weekly magazine *New Computer Express* uses a 115 line screen, we use a 133 line screen while glossy fashion mags use a 150 line screen or greater.



6 Click the Accept button and when the save dialog comes up name the scan and save. When saving the scan out remember to check that you have enough disk space to hold the scan, 24-bit scans can be very large, the

picture of the girl on the palm tree above was 4 Mb.

Art Department Professional, as if it was a part of the main program.

Scanning itself is pretty simple, but there are a few things you have to decide before clicking the button (see Six Easy Stages to Perfect Scans). Once you've decided how big and at what resolution to scan your image a pre-scan will allow you to crop the image after which you can set the resolution, brightness and bit depth (1-bit, 8-bit, 24-bit, etc) before performing the final scan. In addition, Pro Scan Lab II lets you add one of four levels of edge enhancement (dull, none, medium or strong) and a strange measure called Gamma (a similar measure to contrast, but implemented in the hardware of the Sharp scanner - it helps to hold difficult highlight and shadow detail).

A couple of niggles here: firstly Gamma can only be on or off, but in reality it has its own scale of measurement with an absolute maximum of around 4.00 (imaging a TV with a brightness control that is only on or off and you'll see what I mean). Also, the package uses two separate, but similar control panels for preview and final scans, which is a bit unnecessary and initially confusing.

Professional Scan Lab II manages to be both impressive and disappointing at the same time. On the plus side, the quality of the images on these pages speak for themselves. On the negative side it's expensive (almost half as much again as the actual scanner) the good-looking interface isn't actually all that clear, and supplying manuals of this quality with a £600+ package is clearly taking the Michael. However, if you can justify the large cash outlay then Professional Scan Lab II will give you the best 24-bit scans ever to be seen on the Amiga.

24-bit imaging is becoming big business and you can expect to see many new scanner/software packages appearing over the next few months. Who knows, even the price of Scan Lab Pro II may come down. If you're looking for something a little more cost effective now, then you can get the Sharp JX-100 whole scanner and software package for less than the cost of Pro Scan Lab II on its own. It may not give true 24 bit colour, but on price v performance it's in a class of its own. ☺

Pro Scanlab II

SPEED

Scanning is not too bad, but rendering screen changes can be slow. ●●●

DOCUMENTATION

The content is acceptable, but the presentation is poor, very poor. ●●

ACCESSIBILITY

The interface looks good, but some of the operations are a bit confusing at first... ●●●

FEATURES

...however, it's well-endowed with features including cropping and selective colour control. ●●●●

VALUE

Unfortunately, at over £700 only the rich or impatient are likely to buy now rather than wait ●●



72%



actually a General Purpose Interface Board (GPIB - an industry standard) from National Instruments and can be used to power a wide range of devices from scanners and printers to industrial machinery.

Along with the internal card, the package includes the software, a heavy-duty lead and a pair of pamphlet-like manuals. Installation is pretty simple: open the case and plug the board into the first available slot and, er, put the case back on.

The manuals are a bit pathetic really. The "User's Manual" is just two sheets of A4 folded into an A5 booklet. Out of this only half a page or so is of any use and that only tells you how to slot the board into your machine. The other manual is titled "Scanner Controller for *Art Department Professional*", which isn't exactly true as the software is a stand-alone application which can produce 24-bit scans for use in any program that can take them. However, clicking the right button allows you to run Pro ScanLab II from within

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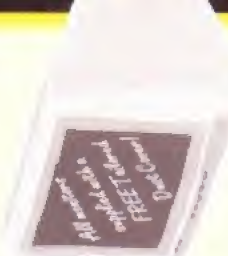
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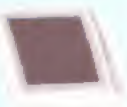
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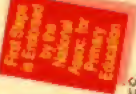
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PLAY

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The Bitmap Kid goes ape in Magic Pockets. But is he an angel or just a spoilt brat? The creche is on P.68



Cruise for a Corpse

Is Delphine's latest the ultimate detective trip, or simply dead in the water? P.78

Rodland

So cute it'll make you puke! Be ready with a bucket! P.92

Nebulus 2

Can the sequel be a towering success too? P.72

If you want the low down on all the latest Amiga games, then look no further! Screenplay is the definitive monthly guide to good gaming. If a game's finished and ready to hit the shops then you'll find an in-depth review here, with clear, concise comments. We won't review unfinished games, so you can be guaranteed that the pictures on the page are what you'll see when you play the game.

The reviews are written by Amiga Format staffers and seasoned professionals from Future Publishing's crop of market-leading titles. This month's reviewers are: Trenton Webb, Maff Evans, Paul Lyons, James Leach, Neil West and Andy Hutchinson.

Gauntlet 3 P.87 ■ Robin Smith's Int. Cricket P.76 ■ Blade Warrior P.75 ■ Sarakon P.97 ■ The Executioner P.88 ■ The Charts P.107

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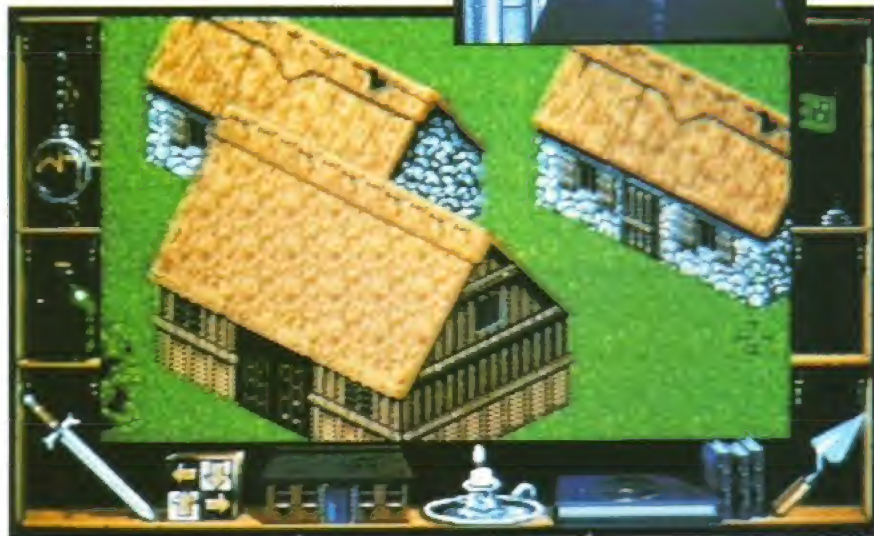
STARBIT

Coming

Attractions

Flag

Publisher **Gremlin Graphics**
Release **Early 1992**



It seems recently that games with a strategic element have been competing to see who can get the most icons on screen and produce the heaviest manual. Finally, though, there's a strategy game on the way that you can pick up and play as quickly and easily as a shoot-em-up! *Flag* attempts to cut through the red tape by, almost instantly, throwing you into a two-village medieval battle.

Flag is different, because instead of layering masses of different options upon players, it deliberately offers only a few icon controls and makes the computer do all the leg work. The result, it's hoped, is a game where tactical decisions matter more than any icon-juggling skills. The designers are keen to point out, though, that fewer controls do not automatically limit the depth of a game. "Take chess as an example, although the pieces, moves and board are rigidly defined, its strategic ramifications have managed to fascinate man for centuries".

Harlequin

Gremlin **Graphics**
Release **October 1991**

Bored with regimented progression through predictable platform levels? Then how does a romp across a Daliesque, surrealist world sound to you? That's what *Harlequin*, our multi-coloured hero, is up to: negotiating his way round huge clock faces, gigantic kiddies' toys and monstrous jugglers. Throughout the levels different worlds will open up, offering different routes and their maze-like interconnections will stress exploration and hopefully add a more personal feel and freshness to what has become a somewhat well-worn genre.



The technicoloured **Trenton Webb** is racing to the winner's Flag to tell you the latest coding news and what's going to be big this Autumn.

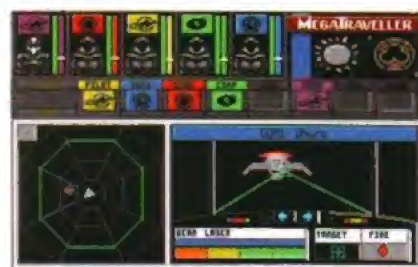
Short stuff

Che Guevara, who was once every student's revolutionary superstar, is soon to star in his own game. CCS' *Che Guerilla in Bolivia* draws heavily on Che's own diary. Whether it really will be a question of *The Secret Diary of a Revolutionary Aged 23 3/4* or *Guerrillas in the Mist*, will be answered later this year when the armed struggle begins.



Che Guevara, will it be a gaming revolution?

Twilight 2000 claims to be a role-playing game (RPG) that packs a vicious combat system. In reality, though, it's more of a combat system, with an RPG thrown in to fill the gaps between battles. The aim is simply to survive, by ensuring that other folks don't!

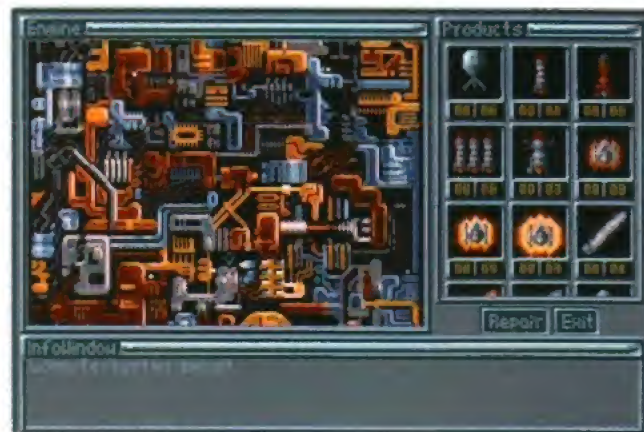


Twilight 2000 and Megatraveller 2

Empire, who will publish *Twilight* are also working on another RPG: the sequel to their successful *MegaTraveller*. And it's spookily entitled *MegaTraveller 2*. Hopefully it will be unleashing more of the original's potential.

Demonware could be accused of being 'elitists'. Why? Well they are trying to out do

the long-standing king of space-trading games: *Elite* - cue thousands of 'Right On Commanders' turning in their games. The Earth exodus motif rears its head again, and you have to lead refugees to safety across the



"The engine cannie take it!" Everyday problems on *Starlight Voyage*.

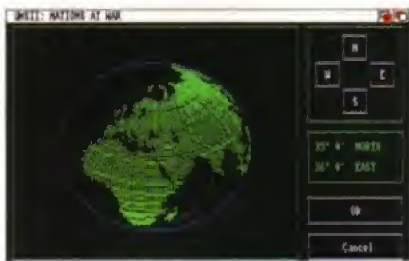
stars. *Starlight Voyage* mixes management with seat-of-the-pants simulation. It will have a tough time toppling *Elite*, mainly because of the nostalgia factor, but beating it could reap rich rewards.

Continued overleaf



If you're under pressure, take a stroll in the woods and kill, kill, kill.

The pressure is on for coders Eldritch the Cat. They're working their programming socks off because *Under Pressure* will be the first of three current projects to come off the production line. The plot follows a *Star Wars*-style walker that's out for a stroll in a nasty forest. Eldritch are best known for *Projectyle*, so they can cope with high-speed blasting. Let's hope they can transfer the same feel to a horizontal scroller.



With the UMS II Planet Editor around, is there any chance of peace in our time?

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mass, assign weapons and establish fragile treaties between warring folk without using the UN. It will also be possible to act out any war you care to simulate, as well as toy with the Pacific Campaign of World War II and SE Asia 1946-64! Get ahead of the wars BEFORE they happen.

Sports sims are like buses: they always come in threes! No sooner do Hawk and Kixx release their athletics simulations than Empire announce a new all-jumping, all-running, all-swimming spectacular. *International Sports Challenge* lets you compete in everything from dressage to pistol shooting in a bid to win an overall athletics title. ISC offers large sprites and vectors to draw folks through the turnstiles as well as its six different disciplines - which encompass 21 different events. Let's just hope the marathon isn't a waggling test!



If leaping, jumping, running, diving and swimming are up your street then take the International Sports Challenge.

Previews update

- Chinto's Revenge** - Millennium: Still brooding.
- Thunderjaws** - Domark: Hasn't bitten yet.
- Mad TV** - Rainbow Arts: In rehearsal.
- Dragon Fighter** - Idea: Winging its way from Italy right now!
- Alcatraz** - Infogrames: Still no sign of parole.
- Final Blow** - Storm: Remains in training camp.

Celtic Legends

Publisher **UBI Soft**
Release **October 1991**



Ancient British history seems a strange setting for a French god/strategy game. You are chief wizard in charge of a horde of Celtic soldiers. Magic is used to create warriors or strike down opponents. The aim is to dominate the islands by killing the other teams. It's going to be in a comic French-cartoon style, focusing on individual troops, thus giving it a 'chess-like' feel.

Mindpossessing Aliens from Hyperspace

Publisher **Demonware**
Release **Late 1991**



Demonware, the arcade specialists, are working hard at their first attempt at a graphic adventure! They have chosen to spoof a 1960s' sci-fi thriller about a bunch of space weirdos who kidnap an evil scientist. Using strange palettes, *Mindpossessing* has a distinctive artistic style and a surreal feel to it.

Mega Twins

Publisher **US Gold**
Release **November 1991**



Arcade games always benefit from two-player action because there's always a race to scoop the best power-ups. The Twins know this and bring their talents to bear in a six-level, monster-bashing contest. Twilight are the programming team handling this conversion of a Capcom coin-op, which features the original arcade sprites, copied direct onto the Amiga

Necronom

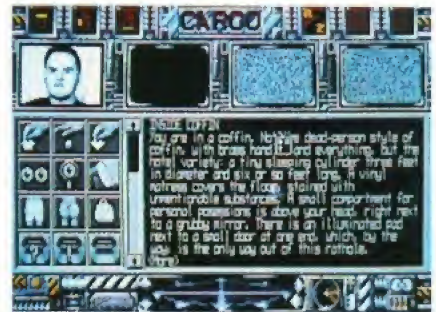
Publisher **Linell**
Release **To be announced**



The Swiss are famous for neutrality, not shoot-em-ups! Linell are trying to buck the trend though, working on a new horizontal blast in the *R-Type* mould. The demo boasts over 100 different aliens and lots of those all-important bullets. Shoot-em-ups rely on well-judged toughness, possibly more than any other game, a factor that can only be assessed by playing. So far, though, *Necronom* looks good.

Suspicious Cargo

Publisher **Gremlin Graphics**
Release **October 1991**



Text adventures haven't fared too well recently: *Wonderland* was disappointing and *Demoniac* offered little new. Gremlin, though, have faith in the format by introducing a game with the flexibility of a text adventure but with good graphics to flesh out the display. Like *Wonderland*, windows and icons are used, but here they are combined into a single screen for ease of use.

Mercenary III

Publisher **Novagen**
Release **Autumn 1991**



After a two year delay for *Damocles* (effectively *Mercenary II*) fans of the system could be forgiven for scepticism over how 'imminent' the launch of the next installment is likely to be. Novagen are confident everything should go to plan, now that the actual *Mercenary* engine is up and running.

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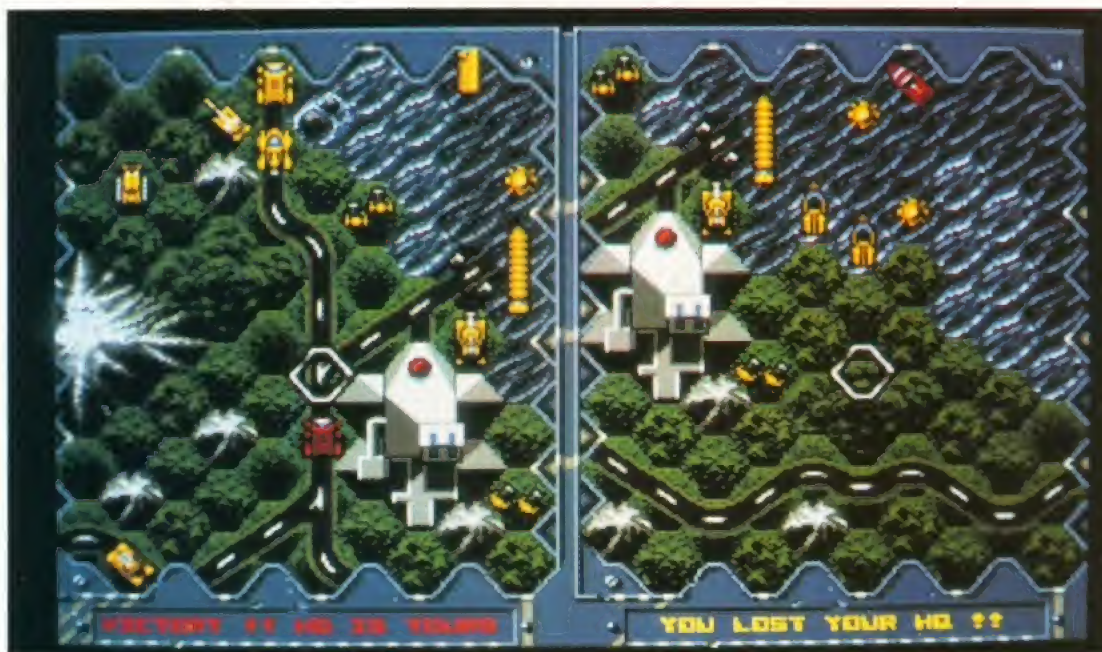
"the new heavyweight champion among Amiga desktop publishing programs." — Amiga User International, April 1991

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In two-player mode you can always see what the other guy is up to, even if there's nothing you can do about it! You can check out your boys, though. See who needs to be rearmed and refreshed, which ones are ready to fire next turn and what land they will have to cross to fight. Don't go off for a cuppa, check every move that the other guy makes.

Battle Isles

Publisher **UBI Soft** Release **September 1991**

The tanks, troopers and war planes of Battle Isles are mobilising. Can a tactical war-game make the break into the mainstream?

War games have suffered on computer. There are masses of titles but most of them stress historical accuracy above playability. The potential is vast, with a fast processor wading through the thousands of rule books that normally clutter the table top and numb the brain. But, a good-looking, fast and entertaining table-top style war-game has yet to happen. *Battle Isles* aims to make this breakthrough.

On a basic level – when they deal with small squads rather than whole brigades – they have a sharp tactical edge, filling the game with tense turns: will they attack, have they spotted that sneaky withdrawal, will your bluff be called? And because it employs small squads, instead of faceless armies, folks can become heroes.

Until now the best war-games have been the likes of Waterloo and Austerlitz. These grand historical recreations are good but impersonal. *Battle Isles*, though, takes a new approach and finally introduces a low-level style to the computer arena. It borrows the set up from board-gaming tradition but adds some proper computer flourishes.

No hex please we're...

Battle Isles is played on a map that is constructed of hexagons, the usual unit of area for war-games, and uses small squads of tanks, planes and troops to do its fighting. Each vehicle or squad has its own allotment of movement points and can travel that many



The red hexes that are highlighted show exactly where you can travel in the next turn. You can't fire offensively. If you move it isn't always a wise idea to go towards the enemy no guns blazing!



Aircraft play an important role in the war: and not just fighting other aircraft. They can drop vehicles or men behind enemy lines.



The battle isn't limited to land, the war even goes to sea. Ships aren't just cannon fodder, they provide transport between isles.

hexes per turn. Play follows a strict sequence, which places limitations on your actions. Namely if a squad moves, they can't initiate combat on that round. Tactics therefore, depend as much on an understanding of the sequence of events, as an understanding of each group's capabilities.

What sets *Battle Isles* apart from the computer war-game mainstream is its joystick control method and some smart tricks with the fortunes of its fighting units. The stick control system ensures simplicity: no reading masses of rules here. Just waggle the highlight to the hex you want and press fire. Leaning left or right with the button pressed, gives you information or command potential. The simplicity of this control system allows brain power to be devoted to tactics.

The units are where the game's real strength should lay. Based on futuristic – although not unrealistic – weapons and vehicles, the fights are enacted at the end of each player's turn. When you move the other guy attacks, when he moves you attack – much like the 'defensive fire' common in Avalon Hill board-games. But, as a unit fights, they gain battle experience and become veterans. When their numbers reach a critical minimum these vets can then be returned to base and re-armed. If they make it back and successfully regroup, they retain their skill. Fresh armour and experience obviously bolster any general's chances so the re-arming option adds an extra depth to the battles, because you are forced to draw troops away from the front line, while the battle still rages. A classic short-term loss for long-term game dilemma.

War ain't pretty!

Battle Isles also, surprisingly, brings arcade-style graphics to war-gaming. Sure, there aren't 86 layers of parallax, but normally war-games treat troop counters as little more than icons. These sprites all look the part, scrambling around the map. This may put some of the more traditional strategy folk off, simply because it's too pretty to be a war-game. But that isn't the case, the tactics are there, but this time they're couched in graphics that befit a 16-bit machine!

The core code of *Battle Isles* is now ready and the final weeks are being spent on tweaking the computer's strategy, so it gives you a hard but fair fight on all levels of difficulty. Once this is done, lights should be going out all over Europe!

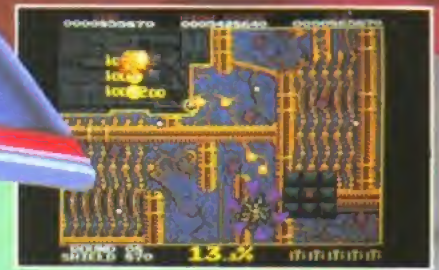
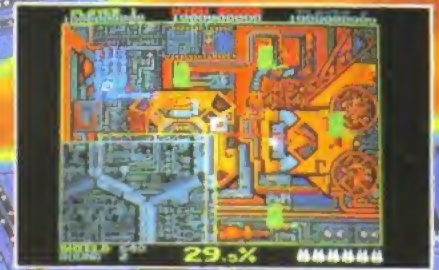
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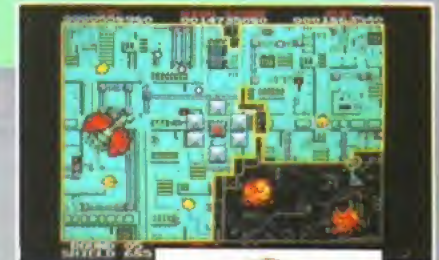
Pick up extra powers like lasers, power-ups and time stops and face the ever changing massive "Boss Alien".

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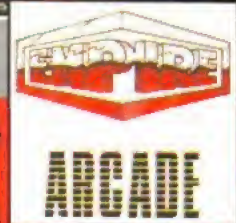
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FIRST SAMURAI



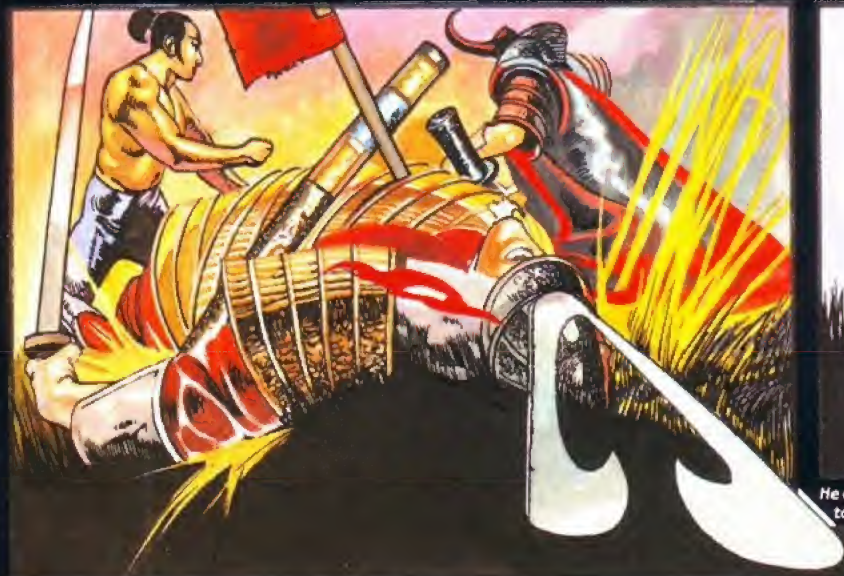
Long ago in a tiny village in Ancient Japan ...



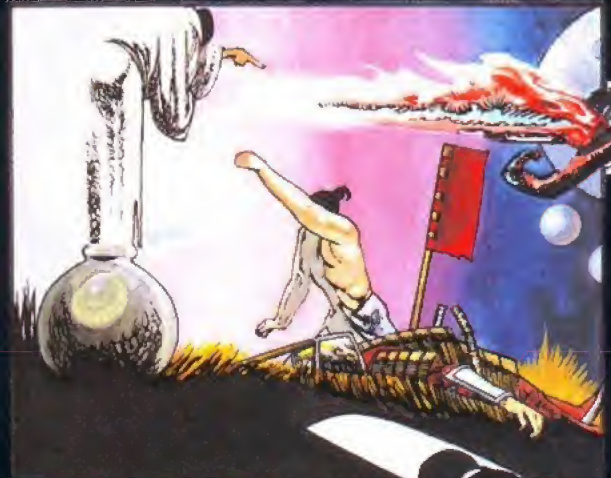
a young Samurai lived and studied peacefully with his master the Lord Akira, until



a Demon King descended from his mountain to destroy the village and all its inhabitants ...



slaying the Warrior Lord and leaving only the young Samurai to tell the tale.



He called upon the Wizard Mage who forced the Demon to flee into the future leaving the Land at peace.



However, the Samurai vowed he would have no peace until he had avenged his master's death with the aid of the wizard.



So armed with a magic sword our hero followed the Demon through time to year 2323 and ...

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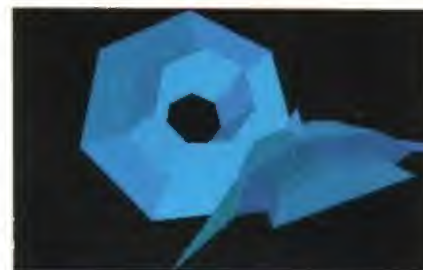


As seen on TV. This is how the blood-thirsty world at large sees your exploits, on-the-box. The more entertaining you are, the more viewers, the more dosh you earn!



Three bottlenose dolphins go about their dolphiny business. Their different positions all illicit different shades and patterns thanks to the lightsourced shading.

Within the game huge gates allow pilots to transport themselves around the 'zone' quickly. The large doughnut-shaped object is one such gate.



Eye of the Storm

Publisher **Empire**
Release **Late 1991**

An intergalactic bounty hunt in an active ecosystem? Polygons go native as life gets hectic on Jupiter!

Imagine gigantic whales floating silently overhead, shoals of fish rushing past and bottlenose dolphins playing in zero G! These wonders will be on display in this space-trading cum bounty-hunting spectacular that is set around the planet Jupiter.

This game isn't intended to be specifically 'green', in fact it uses these fantastic creatures simply to embellish its 3D polygon world. Gamewise there's a camera from your ship constantly beaming back pictures to a blood-hungry public. To entertain them you can either seek out the bounty hunters who hang out in the storm, go hunting wildlife, or even have a go at saving it!

Natural hazards

The ecosystem represented in *Eye of the Storm* is a fascinatingly detailed study. It provides the stage on which this space opera is to be played out and influences styles of play, even occasionally directly affecting player pilots. The game could be based against a background of stars and moons, but the ecosystem underlines the game's attempt to simulate an entire environment.

All the creatures in this simulated food chain live, breath and eat (generally each other). Being animals they have instincts which they instantly follow when they perceive a threat or even dinner! Fish schools split and dive for cover, whales swim away, while sharks don't take kindly to anything!

Getting such an epic project up and running is no easy task. First the designer



sketched out the game's overall shape, with regard to the geography, zoology and game-play mechanics and then found programmer to put it all together. Then, it was redesigned as the programmer introduced constraints or found areas that could be expanded.

Pro-creative

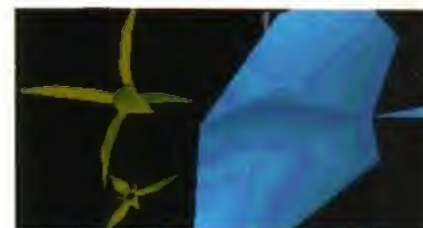
The next step was recreating creatures that looked natural in a 3D environment: where they moved correctly and were the correct size. Firstly, the creatures that would occupy the world were roughed out as polygons on paper. Simple shapes, some of the smaller 'fish', were just slightly altered standard shapes - triangles, squares etc - but the most complex animals needed 108 different intersecting points.

Two whales and a plant get to know each other. The animals aren't the only living things around, the vegetation is active too. In the finished game these seaweed-style plants will animate too.

Secondly, the polygon models were established on paper and then they were transferred onto computer. But after being built, the models had to be encouraged to move. The simpler the creature the easier the animation, three frames were enough for a flicked tail on a flat fish, but the whales and bigger fish take up to 26 different movements to swim smoothly. Animation frames were chosen in favour of continually-generated images, for the sake of processor time.

Whale meat again?

Animated polygons are fine, but to add that extra edge of realism a range of display options are offered: either plain filled, lightsourced shaded or Gouraud shaded polygons. The regular filled polygons (as seen in most flight sims) will be the fastest processor wise, but they look ordinary in comparison to the others. The 'lightsourced look' adds realism by illustrating the skin tones of each animal or



A manta ray basks close to a plant. In *Eye of the Storm* it will be possible just to sit back and watch 'nature' do her thang!

ship, but it is slightly slower. The best looking and slowest option is Gouraud shading. This not only accounts for where the light is coming from, but reflects shades for the overall shape not the individual planes it is composed of. In effect this smooths the shape out, erasing the angular joins and providing an overall shade, which then varies with the lightsource.

When the detail of the shapes, the animation and shading are combined the results are stunning. Eager pilots who want to take their ships through this zoological wonderland need only to wait a little longer. If the game can match the power of its graphics, then it should be a storming, eye opener of an adventure!

What will you cha

FORMULA ONE

GRAND PRIX

Have you ever wondered what it would be like to be one of those 26 drivers, revving on the grid, waiting for the Green light to start you off on a mayhem of crashing

gears, smoke, roaring engines and burning rubber as the Grand Prix season races off into another year? Well, now you can strap on your seat belt! MicroProse and Geoff Crammond, the author of 'Revs' and 'Stunt Car Racer', have teamed up to engineer the only complete Formula One Grand Prix simulation.

MicroProse Grand Prix is crammed full of features: 16 undulating 3D circuits from the street tracks of Phoenix and Adelaide to the glamorous Monaco harbourside and the choice of 26 independently controlled cars out of the current teams; from Jordan and Brabham to Williams and Ferrari.

Study the circuit in practice, adjust your car to achieve peak performance, then roar away for your fastest qualifying lap time to put you ahead of your rivals on the starting grid. Overtake the other cars by slipstreaming or outraking them into corners, then watch them in your wing mirrors as they try to catch you. Be careful, you might have to avoid a shunt that's just happened around the next bend. It's tough, it's challenging, it's exciting, it's the most realistic Grand Prix simulation ever.

- Authentic cockpit controls with radio and adjustable wing mirrors.
- Realistic tyre and brake wear; judge when to make that vital pit stop.
- View the racing action from television cameras located all over every track and replay your greatest triumphs and worst disasters.
- Unpredictable weather patterns; the race may start dry but a sudden cloud burst may force you to change your tyres and style of driving.
- Four levels of difficulty, from novice to potential Champion, make this a challenge to all drivers.



- From the back of the starting grid to World Champion, MicroProse Formula One Grand Prix, it's all there bar the shouting!

Formula One Grand Prix will be thundering into all good software stores soon for your Commodore Amiga, Atari ST and IBM PC & Compatibles.

MicroProse Simulation Software is available at all good software stores. If you experience difficulty in obtaining any of the MicroProse titles they can be ordered directly from us at MicroProse, Unit 1, Hampton Road Industrial Estate, Tetbury, Glos. GL8 8LD. Tel: 0666 504326



MicroProse Simulation software - Y

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Change into tonight?



MICROPROSE GOLF

Computer owners who like golf have been fortunate to have a wide range of games to choose from. Now, with MicroProse Golf, they've also got the definitive simulation. If you've been playing around, stop; and start playing a proper round.

MicroProse Golf accurately recreates the fairways and greens of each hole using stunning 3-dimensional technology which allows you to travel anywhere around the course. You can even follow the ball as it flies through the air and watch from numerous selectable TV viewing positions.

Accurately modelled club and ball dynamics take account of club selection, ball and foot position and swing, with varying course conditions adding to the huge range of effects that you can witness at first hand. MicroProse Golf is so true to life that it will actually improve your own golf game!

- Realistic 3-D landscape allows you free movement around the whole course.
- Animated "Televisual" presentation and camera positions, including a unique follow-the-ball option.
- Six challenging courses, each in a different style, including 'links', 'woodland' and 'water' courses.
- Options to change stance, swing, tee and ball positions and see their effects on your shots before, during and after each stroke.
- Varying ground and atmospheric conditions.
- Player profiles which change over time, including a full handicap system.
- A dozen game types including strokeplay, matchplay, best ball, skins and a full tournament option for 1 to 4 human players.
- Customizable computer opponents and replay facilities.
- Statistical and graphical hole-by-hole analysis of your performance.
- Easy to learn tutorial and 150 page manual packed with hints and tips to help your own game.



MicroProse Golf will be teeing-off soon at all good software stores for your Commodore Amiga, Atari ST and IBM PC & Compatibles.



MICROPROSETM
SIMULATION • SOFTWARE

You're not properly dressed without it.

The Bitmap Kid is here. He fought his way on to TV's *Motormouth* and even muscled *DPaint IV* aside to star on an *Amiga Format* Coverdisk (Last issue - Ed). Now he wants to come and stay at your house. How long for is up to you, but there are a few things you need to know about this little scamp before you let him through the door.

The - oh he's so cute, what a little angel, look at his chubby cheeks - Bitmap Kid has lost four toys in his magic pockets. Naturally, he drops himself into these magic strides in a bid to get these toys back. Inside, he finds four whole worlds of trouble. Worlds guarded by fearsome beasts, but offering ferocious rewards if he survives. That's where you come in, playing his conscience and guiding him through 30 stages of leaping and trapping, dodging and running.

In the pocket

The inside story of *Pockets* is a strange one. Rather than the bits of string and fluff that are commonly found in young 'uns pockets, these ones are filled with caves, monsters, mountains, lakes, bats, jungles and masses of sweets. Bitmap's mission is to charge into this world, recover his toys and collect enough sweets to make the trip worthwhile.

Have the Bitmap Brothers got the Midas touch? Does everything they touch turn to Format Gold?

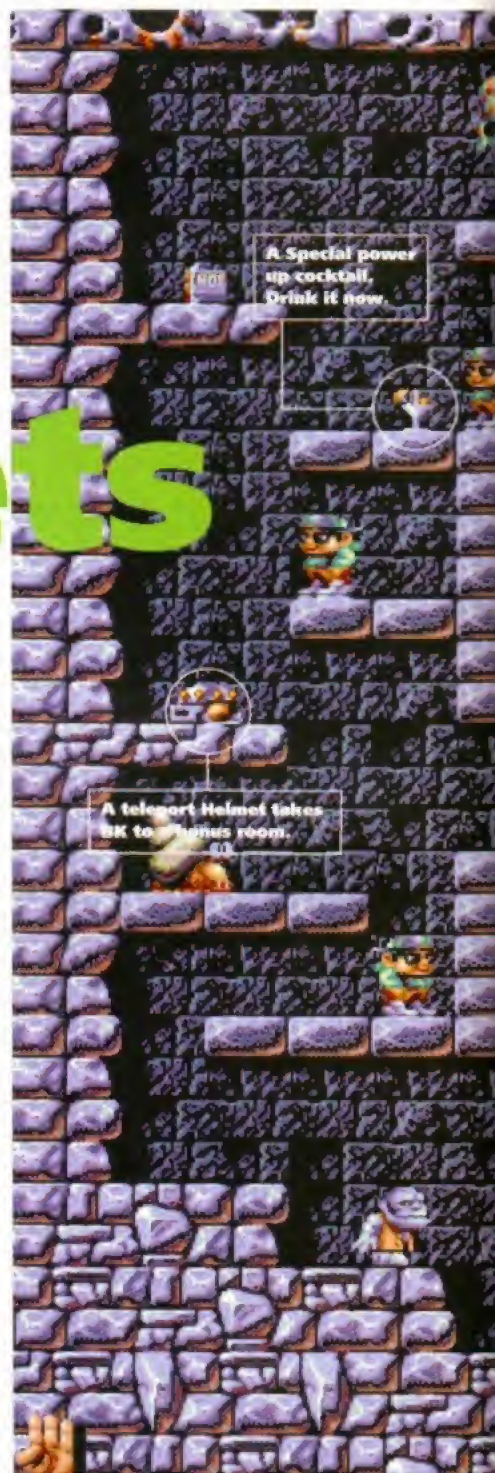
Magic Pockets

On world four, and the lad gets to throw snowballs. He can't spin using these but they can be rolled ahead to give a little protection from incoming bad guys!

How can a young kid survive such a hostile environment? Well, shoving his hand deep into his pockets, the Bitmap Boy can conjure up shots to hurl at incoming baddies. They come in four different strengths which are increased by holding the fire-button down. With a flick of the stick these can be thrown looping up, straight down or ahead.

The style of the attack from the Bit Kid's pockets varies from world to world. On world one (caves) he gets a whirlwind, which can throw him into a deadly spinning attack - but he must keep spinning. Level two uses clouds, which help create platforms by bursting over plants and making them grow. Level three works with ice cubes that make the lake world freeze over and provide safe platforms. World four features snowballs which can be rolled ahead of the lad to protect him from incoming monsters in the mountains. Each one stresses different skills and so significantly alters the game's focus.

But there's more. The largest shot also gives the kid trapping power. Hurling a full-power shot out gives him a chance to capture a bad guy, if it lands on them. Once caught, BK only has to walk into the whirlwind/cloud/cube/snowball to generate a bonus, which is either a sweet or a power-up. And every time he hits full boost, both his life indicators and power bar change to show what bonus is on offer next.



Monster Mash!



SNAILS - Shy little things, they are easily killed (one or two shots) but are invulnerable when hidden in their shells.



SLIMERS - Really disgusting blobs of green stuff, they start off as easy meat but soon turn into spitting horrors.



BATS - Tough as old boots, these boys drop when hit, so don't stand underneath one!



FROGS - Tough, ugly and with a deadly long tongue. Stand too close and they'll lick your lives off in an instant.



ROCKMEN - These gruesome little tykes throw rocks, so kill them from afar or on the run!



BEEES - Persistent swines. If you hit them, they home in for a final sting.



VENUS FLY TRAPS - The toughest veg in town. They may not get in the Green Giant Country Club but they don't seem to care.

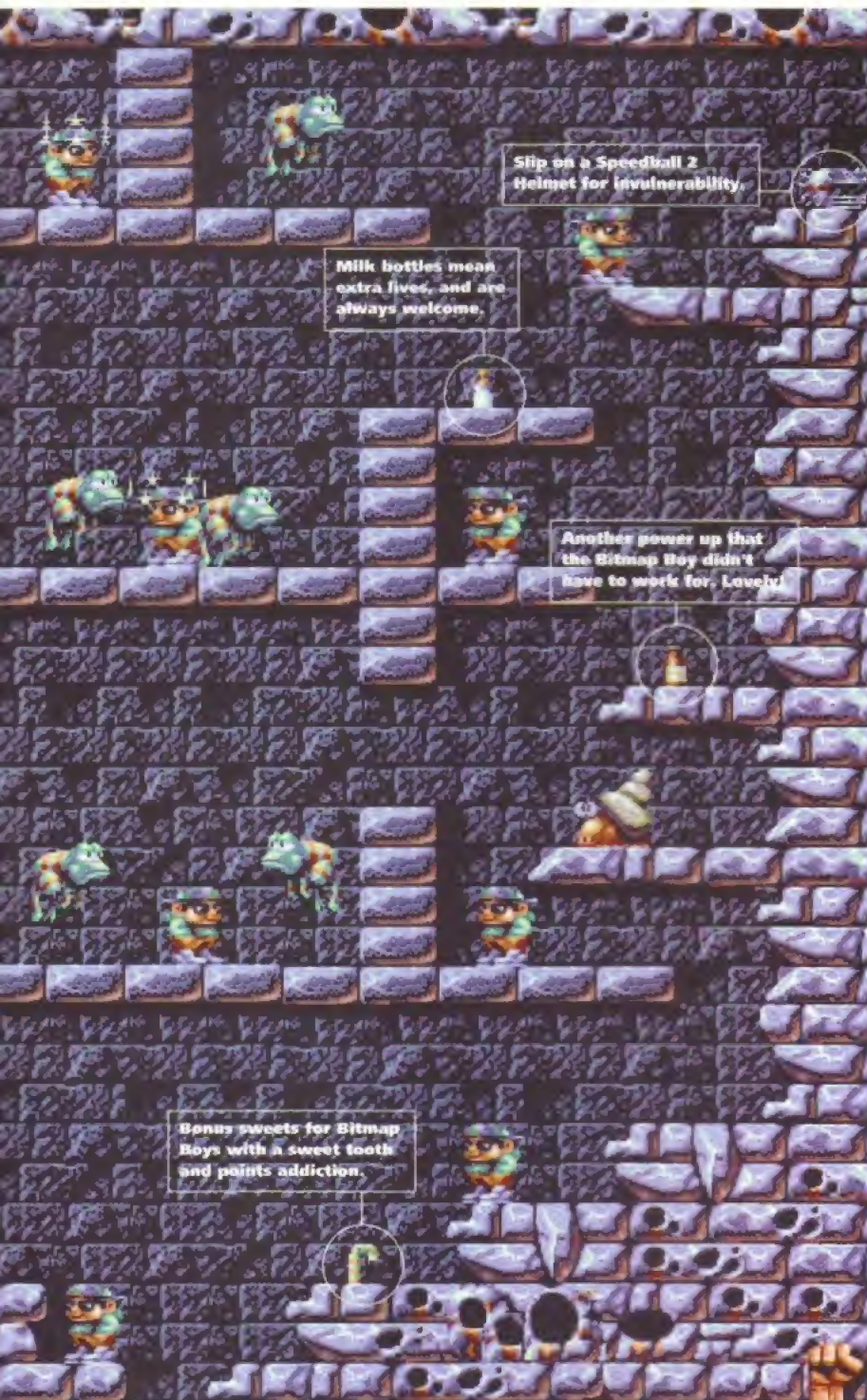


SNAKES - Familiar friends to Gods players. These are less nasty but twice as smart.



MONKEYS - When they beat their chests, run! They leap after you, regardless of the hits it costs them and they will get you!





In world three the Bitmap Kid throws out ice cubes. These can freeze up the lake and make a path across the watery world.

The bonus system is tied directly to the score. Each time you kill a monster without trapping, the bonus cycle moves on a step. So if you keep a careful eye on the indicators, the kill count and the score, you can create everything from extra lives to super porky shots on demand. With a fresh power-up every 5,000 points, the world is your bonus oyster.

Battlezone

Waddling through a level, the Bitmap Kid gets a fair look ahead. You have to keep your eyes peeled to spot destructible blocks and monsters. When the heat's turned up and the foes start to flow, you need a cool head and sharp stick control. Will a nasty die from one shot or is it going to take more? Is the bonus counter

The Bitmap Kid's a chubby, bouncy kind of guy. Bedecked in T-shirt, shades and baseball cap, he's a child of the Nineties.

showing something worth trapping for? Is discretion the better part of valour? Fast blasting abounds and things get a little tense while you're waiting for a full power shot and the beasties are crawling ever closer.

Combat is the driving force behind the whole show. There are manipulative puzzles involving the landscape: blocks that can be blasted away, platform plants that can be grown and lakes frozen over, but these are functional. You have to complete these tasks or you won't reach the exit. It is the battles that provide the challenge, although finding

Continued overleaf

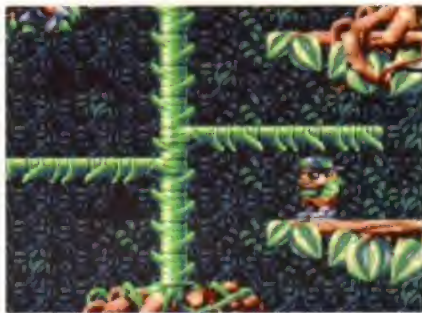
On world two, the chosen attack method is clouds. These can be made to water plants, trap baddies and just plain killing.



What a curious looking plant! Now I wonder what would happen if a little kid was to magic up a power four cloud and let it burst over that button thingy?



There's only one way to find out. Pump up that pocket power and plop up a cloud of maximum potential. Aiming it over the button could prove tricky but no monsters are attacking so it's cool.



Wow! green fingers are obviously one of the boy's hidden talents — though quite how he managed to get them that colour... Personal hygiene aside the newly grown plant now provides extra platforms, so our hero can reach new heights.

and using the correct technique to kill with that nastily-grouped, group of nasties without loss of life isn't always easy.

Bonus builder?

The very bonuses that are supposed to help BK along, though, often hinder play. Sure it's conceivable that some bonuses can be red herrings, but with the Bitmap Boy's lack of leaping mobility it's often impossible to dodge them. This is particularly annoying if you're in combat and tread upon a sweet. Your next shot will be sweets, which earns you points, but doesn't help destroy the monster currently on your case.

The bonuses also provide the key to warping levels, but their inclusion means that there's no save game or passwords facility. *Gods* was a task and a half with three saved game points over 12 levels. *Pockets* is 30 levels long and to jump through you'll need to play early levels again, and play really well.

The Bitmap gloss?

The backdrops and sprites are immediately familiar to anyone who's played a Brothers game before. They have a textured feel that Mark Coleman always seems to manage to wring from 16 colours, with some neat new tweaks. The monsters are of the large, distinctly beefy, variety. They are well animated and are oozing with personality; yes they've got that kind of personality!

The Bitmap Kid's a chubby, bouncy kind of guy. Bedecked in T-shirt, shades and

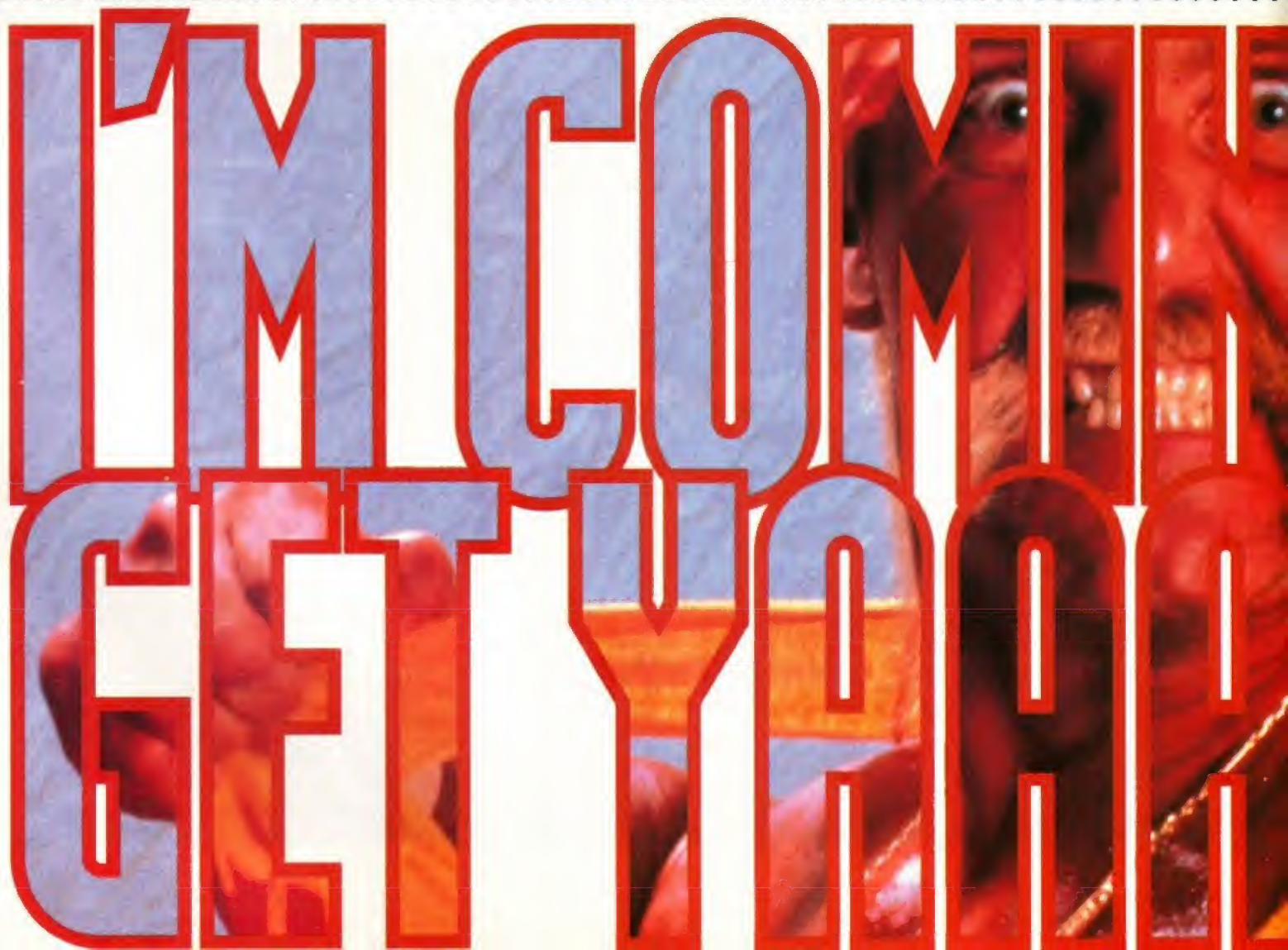


A friendly local bubble-gum machine provides him with a lift. There's his bike: the object of his world one hunt.

baseball cap, he's a true child of the Nineties. He doesn't so much walk as waddle and takes strange looping leaps to avoid bad guys and reach higher platforms. He blows gum into bubbles and uses his toys with slick animation.

The big graphic stumbling block, and stumbling is the ideal description, is the scroll. It works, no quibbles there, it lags behind just the way it should when the boy goes into super jump. However, as the kid waddles forward so does the screen. It's not massively irritating but it is noticeable and impairs the game's otherwise excellent graphic gloss.

Soundwise, *Pockets* digs deep. With a cracking Betty Boo tune (OK, so it's as good as any Boo tune can be) at the intro and renditions of it throughout; the music is memorable and for all the right reasons. The sampled bonus "wows" have a childlike authenticity as do the "oofs" when BK collides with a





Once on his bike, BK is invulnerable, so it's time to ride like a demon and kill, kill kill. Oh yeah, you've got to go to the exit as well.

creature. The other spot effects of monster mashing and general mayhem are crisp too. Well integrated with the game, providing clues about the off-screen action.

Parental guidance

Magic Pockets has a lot to live up to. Following on in the shoes of *Gods* and *Speedball 2*, it makes a hefty attempt at the grade with a solid, semi-secret bonus system, gameplay twists with changing weapons, all backed up with strong graphics and excellent sound. Putting its scrolling foibles aside though, what it does, it does very well.

What *Magic Pockets* does lack, though, is any real sense of pace. The length of each world (five, six, seven and eight levels per world respectively), means that the backgrounds and monsters get repetitive even when design doesn't. There's little excitement and

nothing to drag you back in the game when the continues run out. It's not terminally boring, far from it, but it lacks that real hook.

A slick package, *Magic Pockets* works hard but doesn't have that cutting edge. The bonus system is excellent once you've mastered it, and there are some neat traps and humorous sprites. The elements are all there but somehow the chemistry fails, the gameplay reaction just doesn't happen. *Magic Pockets* is good, but only good.

Trenton Webb AF

Magic Pockets Renegade ■ £25.99

- A huge platform game: 26 levels and four bonus rounds!
- Usual excellent Bitmap's graphics but hampered by a juddery scroll.
- It somewhat lacks the pace and visual variety to hook you.
- Inventive and flexible bonus system for points and power-ups.
- An original platform romp with a fair wodge of humour.

Verdict 8.5/10

After finishing world one the Bitmap Kid races the Rock Monsters for bonus points. It's a Le Man's start so be ready to muscle yourself a machine real quick.



Bitmap Boy can't swim! So when he's in the lakelands keep him out of the water. Otherwise his mum will whinge and ask a load of awkward questions about where he's been, what he's been up to and why he always keeps one hand in his pocket!



Teleport helmets are immensely good value point's wise. Pop one on, pull down on the stick and you're transported to a room like this, full of goodies. Be warned you've very little time to grab them!



10



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Much like its predecessor this is a platform game where you, once again, take control of Pogo (the hero) hopping from platform to platform, in a mission to save the galaxy from The Evil Uncle (and you can assume he's not the hero) who has taken control of the mighty Towers of Life. These colossal constructions are built on various planets and they extract oxygen from the ocean and pump it into the atmosphere, so that life itself can flourish. Unfortunately, the evil Uncle is blackmailing the inhabitants into paying him extortionate amounts of money to perform this process.

Mission control

With 16 levels to plough through, Pogo must recapture and reconstruct all eight of the towers. Options are available to play only the towers which need capturing or those which simply need repairing. In a normal game you take turns to do both. Just to put the pressure

Tower Critical! Pogo is on his way down this time repairing the damaged towers. It's a simple job, all he has to do is stroll across 80 per cent of the platforms and the whole structure will be rendered safe. If you can call a place littered with traps, demons and suspicious-looking ooze safe!



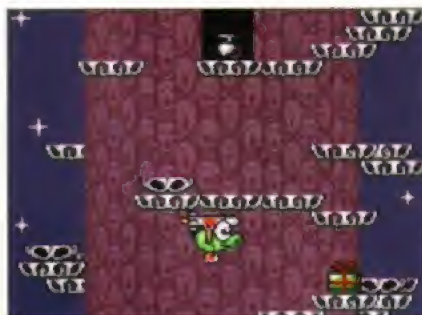
Nebulus 2 Pogo-a-go-go

The first Nebulus was a success thanks to a new graphics system revamping an old game style. Have 21st Century done it again?



Second floor: lingerie, cookware and monsters. Lifts prove to be the best way to get around in the strange world of Nebulus. Just hop on and move the joystick up.

on, though, each level has a time limit and running out of time causes you to die! Losing a life just as you are about to complete a level has to be the most painful experience in gaming history, it would be acceptable if the levels were a reasonable size and you knew how far there was to the end of each tower, but in *Nebulus 2* they're too big and you are never sure how far up the tower you really are.



Using his inventory Pogo has found himself a jet pack. This allows the boy to destroy nasties on his own level, scoping out the locals and their traps.

Pogo, after being transported to the lowest level of the first tower, must use the various lifts and platforms to rise to the top. As he does so the screen scrolls vertically, bringing more of the tower into view. Walking left or right, rotates the building, thus bringing the other side into view. Scrolling is smooth and the tower spins around solidly. As in the predecessor, tunnels run through the centre of each construction which, when entered, can



Have a heart. If Pogo isn't careful the hearts will get him and the poor world will suffocate as the towers stop pumping out air. Onwards and upwards my dear frog, for the sake of us all!

Now what does that switch control? There's only one way to find out, but that involves a daring raid, across the silver spikey things, over the platformy things and past the terrifying green ooze.



transport Pogo around the tower, the difference in the sequel is that some of the tunnels are locked and so Pogo requires a key to unlock the door. (Wow!)

If you reach the later levels Pogo's task is to repair the damaged towers. He achieves this by walking on at least 80 per cent of the platforms as he travels back down towards the sea. What's confusing, though, is that gravity has now been reversed, so when he's hit he falls upwards! to a higher platform, or even worse falls from the planet.

Collect and conquer

It's a good job for Pogo that sprinkled around the towers are some helpful parcels. Collecting one of these allows him to select an assortment of strap-on utensils. Keys, magnets and rockets can be selected from the menu and stored away for later use. The boots are the most useful, granting him the ability to execute a single high jump: used with care this can often free him from countless traps. Pulling down on the joystick, while on a platform, activates an inventory menu, allowing Pogo to use equipment already collected. Once an item is chosen, it is only a matter of pushing up on the joystick to use it. Some of the features are almost useless, the all-seeing eye (which allows Pogo to see the rest of the level) is simply a waste of time.

Inbetween levels you get the chance to play one of the three bonus games on land, sea or air. The most playable of the three is the land level where Pogo rides an alien donkey,



In a fit of pique Pogo trashes a tower, as if to show his disdain for its inhabitants and their futile traps. This bullish attitude soon evaporates when he gets to the next tower! Wonder why that is?

transporters which help Pogo along his way. Glue and slippery platforms, though, affect your control of the hero, often causing repeated death on the trickier stages of the level. A tower is only captured when Pogo enters the highest doorway. Once this is done, Pogo simply presses the self-destruct button and flies off to safety.

Huge, slow and hard...

The most annoying part in *Nebulus 2* is the loading system. It is much too slow and because of the length and difficulty of each level, you will be constantly waiting for the disk drive to stop, it will also try your patience

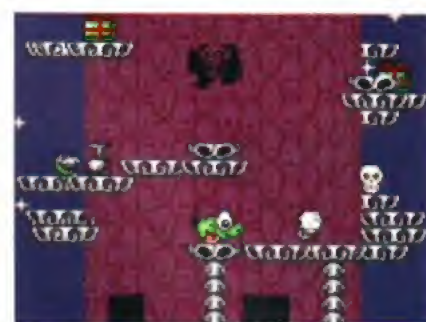
"Nebulus contains some neat little touches: the characters are cute and well defined and the scrolling is smooth."



Alas poor Yorick, I knew him Horatio. There's no time for jokes with a bouncing skull floating overhead and a purple tendril dangling in a life threatening way.

indestructible and have to be avoided at all costs by either walking under or jumping over them. When Pogo's hit by a monster he falls down the tower until he can grab hold of another platform. If this happens near the bottom of the tower then Pogo takes an unfortunate dip in the sea, causing a loss of one of his four lives. This happens all too often and forces him, painfully to start the level all over again.

Towers also contain some special platforms, which come in the form of lifts and



Thanks for the lift, but no thanks. The skulls should be easy meat though, a few quick shots to the head (what else could it be) should see them off.

collecting time-awarding parcels whilst dodging rocks, bombs and killer beetles. Any bonus time that is gained here is added on to the next level and so improving the chances of your success.

Spin those spheres

The demons that plague you take various forms. On the first tower they are bouncing skulls, beating hearts and rotating spheres. Fortunately, many of these can be taken out by simply pressing fire and letting rip with a lethal plasma-bolt. Although this destroys some of them, the majority of monsters are



Referee! In a bid to hurry you along, a flying lizard comes after you. Still if you can avoid him and get to those pressies...

severely. It does, though, contain some neat little touches: the characters are very cute and well defined and the vertical scrolling is nice and smooth. The sound effects, while Pogo bounces along, are good. The music on the other hand will soon have you reaching for the volume control to turn it down. Sadly it could easily have been an excellent game, if the loading system had been faster and the gameplay less frustrating. As it stands, *Nebulus 2 Pogo-a-go-go* is a fairly average little game, which will appeal only to the real die-hard platform freaks.

Graham Clarke

DYNAMITE PLUNGERS. And just for you, here is the friendly chap. Pressing fire while over a plunger activates the fireworks.

MOVING PLATFORMS. These differ in appearance because of the big left and right arrows which flash on their side. They are operated by pushing up on the joystick, as long as Pogo is situated upon one.

PARCELS. Each tower contains several parcels which Pogo can turn into one of six power-ups.

SWITCHES. Flick the switch and something wonderful will happen, such as a parcel appearing!

LIFTS. Lifts are used to carry Pogo from one level of the tower to another.

POGO. The main man in this little platform-based adventure. You'll find Pogo has the capacity to walk, operate weapons and do anything except swim. Damn.



SKULLS. These bounce around the platform on a fixed flightpath knocking you off your platform. Only skulls that block your path can be shot.

Nebulus 2 21st Century ■ £25.99

- Big game containing 16 extremely hard towers and three sub-games.
- Graphics are small but colourful and well detailed.
- Music is limited but effects are good.
- The very slow loading causes you extreme irritation.
- Game quickly loses playability due to repeated death.

Verdict 63%

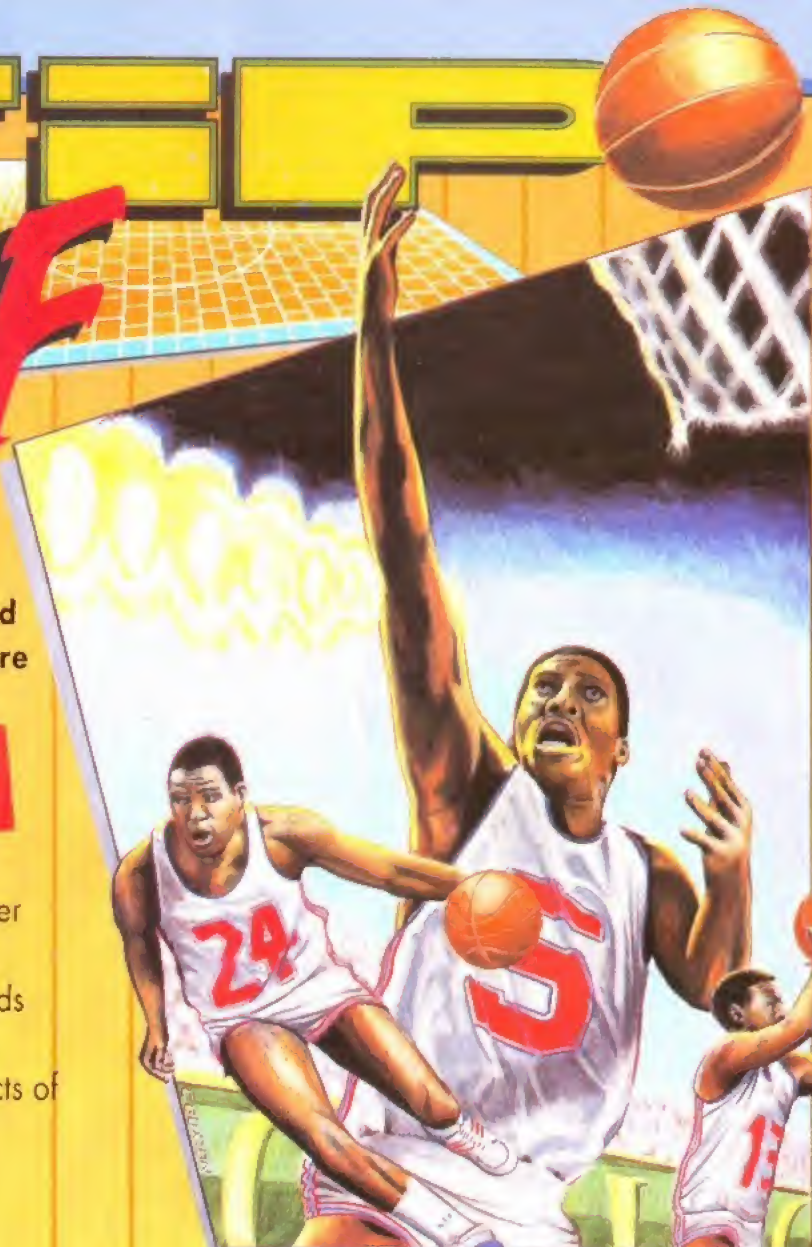
TIP OFF

The sheer pace of the game, end to end action and tactical game play is the core of TIP OFF, a basketball simulation -

A SIMULATION WHICH IS GREAT FUN TO PLAY

Players' skills, attributes and fitness together with the astute substitution of players and change of tactics banks by the coach, holds the key to success in basket ball. TIP OFF, therefore includes some managerial aspects of the game. The main features are:-

- * Multi directional scrolling screen
- * Five skill levels. Skill level of both teams can be set independently.
- * 1 to 4 players option. Option to play against the computer or another player or team up with another player against the computer or another player or two players.
- * Facility to practice skills and tactics.
- * Facility to create a team at all skill levels and design tactics.
- * Instinctive Joystick controls to dribble, pass, shoot or do a dummy. There are two running speeds, two types of dribbling and passing and five types of shots at the basket (Jump shot, Hook shot, Skyhook, Running Jump shot and Slam Dunk).
- * Each player on the court is an individual with a unique mixture of attributes (Age, Height, Flair, Pace, Stamina and Composure) and skills (Passing, Dribbling, Stealing, Shooting and Jumping).
- * Two types of Leagues. Action Replay at 3 speeds.
- * Extra moves are available using two independent button joysticks using the EXORLENCE System.



AMIGA ATARI ST -
IBM PC & COMPATIBLES
PRICE - £25.99



Amiga Screenshots Shown

EASY TO PLAY - HARD TO MASTER

Published by

ANCO Software Ltd



© 1991 Anco Games

Journey back in time to the days of the black-and-white movie – that's the graphics – then journey back further to the days of warriors, wizards and witchcraft – that's the game scenario. A fantasy hack-n-slay adventure in a twilight, silhouette world of a once peaceful land under siege. The evil Murk rules the land, humanity's only hope lies with the sword-swinging, spell-binding knight named Blade Warrior.

Seven shattered pieces of an ancient tablet lie scattered across the land. Piece them all together, and maybe – just maybe – the evil curse can be lifted. It is known that a sorcerer will trade the completed tablet for a spell that will enchant your sword. With this power, the evil Murk can be defeated. But first you must find the fragments. The playing area is dis-

Borrowing a wizard's dragon for a quick nip home is one of the easiest ways to get about. Collide with one of the other birds, however, and you crash to the ground. Try not to land on anything sharp!



Blade Warrior



Help! The skies turn red, so that means Murk must be near here somewhere. Time (as they say), for a sharp exit...

there! Try and save your position fairly regularly and learn which paths are safe and which require a heavy payload of spells to ensure a mortal exit.

Black-and-white and red all over

The graphics are simple, but murderously effective. Evidently the designers behind *Blade Warrior* cut their teeth in the world of film animation. It shows – just wait until the skies turn red as you cross paths with the evil Murk himself. The silhouette display is an ingenious solution to the detail-versus-action compromise that dogs so many games. A haunting graphical atmosphere is complemented by chilling effects. The sword-fodder sprites look fantastic and our hero cuts his swathe with a real sense of action, although too much action on-screen slows the marching pace to a crawl.

The hack-n-slash gameplay tires quickly, but the sense of adventure and the rewarding implementation of spells keeps you going. *Blade Warrior* comes highly recommended to the adventure novice – hardened hackers will find themselves wanting just a little more.

Neil West

played on a map, a series of paths interspersed with the towers of the wizards. Large gates mark the entrance to new paths, allowing our two dimensional hero to interact within a spooky 3D landscape.

Delia Smith's Cookery Curse

Along the way, you find artifacts that can be used as the ingredients of magical spells. Take these back to your tower, and it's time to double, double, toil and trouble. *Blade Warrior* comes complete with a foundation course in magic. He doesn't know many spells, but trade some of your ingredients with some of the other wizards and you'll find it's amazing what you can learn.

Back out in the field, spells 'you prepared earlier' can be quaffed to imbibe our hero with qualities that the marketing men at Lucozade would kill for. Restore your health, strike down your enemy – 10 different acts of Paul Daniels-style trickery are just a function key away – just like that.

Trading with the other wizards is the key to success. There are a total of 14 artifacts found lying around. By all means use some of them for your own spells, but keep the remainder safe. Wizards are never the most securely



Gather enough of the 'ingredients' (rats and frogs – barf city) lying around and you can start to mix yourself some spells. Keep a good few in reserve, you never know when they'll come in handy.

hinged of people, and some of these guys will let a valuable tablet fragment go for all sorts of unlikely barter. The wizards also run a keen line in public transport. Borrowing a flying dragon for a shoot-em-up dash back to your own tower is perfectly par for the course, and also provides an aggro-free (ish) trip home.

Some paths are decidedly more dangerous to go along than others and so any chance to avoid them should be grabbed at all costs – there are some seriously dodgy characters out

Blade Warrior Image Works ■ £

- Haunting visuals and atmospheric effects. Expect to see this technique used again.
- A whole Hammer house full of nasties.
- Combat sequences require a degree of technique, but tend to degenerate into merely brawlsh hacking.
- Limited depth suits the beginner, but may prove unfulfilling to the expert.

(Verdict) **74%**



There haven't been too many cricket games for the Amiga and it's not hard to see why, actually. It's a quiet, contemplative game best suited to the village green, and thus doesn't lend itself to constant, high-speed, joystick-blasting action. But Challenge Software, true to their name, have grasped the gauntlet firmly and plunged ahead with a game endorsed by one of the most consistent England players, Mr Robin Smith.

First you must select which country and squad members you wish to play. As with many team games, the players' names included are out-of-date almost as soon as they've been added, but at the time of writing, the seven international teams included seem to be pretty accurate (except for the deplorable absence of Viv Richards from the West Indian

The makers of the game refer to this as the 'Balcony' view. It shows quite clearly what's going on, but as is evident, the players are a bit too small to be seen in any sort of detail.



Robin Smith's International Cricket



Your English chap is running up to bowl. You will have decided which part of the wicket to aim at, so his eyes are fixed on those tiny bits of wood 22 yards away.

side). Each player has a rating which rises and falls during the game. This indicates how he's currently performing. You'll need to watch this when changing your bowlers during the match because they get tired or damage the various tiny muscles in their toes or groins or somewhere. For the batsmen, it doesn't seem to matter though.

Bowled over?

You can decide whether to play a one-day game or go for a full test. If you go for the full test match, you're going to have to miss a couple of days work because it doesn't exactly go quickly. You'll also need to select the duration of the match in overs, and then the scene switches to a view of an anonymous cricket pitch, with data on the weather, the batting and the bowling displayed below it.



All the vagaries of cricket are included. Batsmen can be caught, bowled, stumped or run out. But, on the bright side, they can also put sixes away over the heads of the opposing team.



His reflexes flash and he smacks the ball past the fielders towards the outfield. It's a four! Once again, the West Indians make a mockery of the best bowlers England have.

Here's the problem. The game takes over and you watch from the commentary box as ball after ball is played, run after run is accumulated and wicket after wicket falls. You simply play very little part in the proceedings. If you're bowling you can swap the bowlers after each over, but that's about it. If you're batting, you can change your style between defensive

Select your team from 16 eligible members. Each has a rating from one to three, indicating his fitness and ability. Go for all the threes first, then choose the twos. Oh, and make sure Robin is included.

and attacking at the end of every over, but again, that's about all you get to do!

Short square legs

The pixelly, blocky bowler trots up, an over-large ball is hurled towards the batsman, who always seems to play the same shot, then the ball zips off in a random direction. Any nearby fielder chugs across to retrieve it whilst the batsmen rush up and down, piling on the runs. Meanwhile, you watch the unimpressive



graphics, unable to contribute anything except the odd swear-word when one of your vital batsman bowled or caught out.

Cricket lovers will be disappointed. Even for them, there isn't enough to do. You can't change batting orders, train your players or otherwise make the team better than it starts off. People who don't start off as great fans of the real game won't get hooked (as has happened with games like *Kick Off*). In fact, they'll be bored senseless. It's a pity, but *Robin Smith* doesn't come off, which means the world is still waiting for playable cricket on the Amiga.

James Leach

Robin Smith's Cricket Challenge ■ £25.99

- The whole ground is shown, so the players are tiny white specks that scoot about. The ball flies around parallel to the ground and you really can't see what's going on.
- There's no sound whatsoever.
- A pack of blank score cards included with the game won't go far to mollifying disgruntled cricket fans.
- Match details are accurate but the tiny figures don't behave much like they're playing cricket at international level.
- A game takes over half-an-hour to play, and you don't actually do anything.



'STATE OF THE ART' 16 BIT TECHNOLOGY

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GEN 4

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STRATEGY



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There's no-doubt that period detective dramas are extremely popular. Just look at all the successful books, films and TV series that have been made based on Agatha Christie characters. Well now you have the chance to take part in one of these adventures for yourself thanks to the partnership of Delphine and US Gold.

Cruise for a Corpse places you as Twenties detective Raoul Dusentier, an Hercule Poirot type character, as he sets off on a well-deserved holiday. One spring morning, you receive a telegram from wealthy businessman Niklos Karaboudjan inviting you to join him and his guests for a cruise on his magnifi-



A rather serious letter hints that one of the guests is not all that he appears to be.

cent vessel the Karaboudjan III. Unfortunately, just as you arrive on the craft, Hector, the host's butler rushes into your cabin carrying terrible news. It appears that Karaboudjan has been the victim of a vicious attack!

You follow Hector to find the body lying on the floor of his office with a knife protruding from his back. Before you can take any action however, a shadowy figure renders you both unconscious. When you finally regain consciousness the next day, the body has disappeared! Hector makes off to warn the guests leaving you to start your investigation.

You must now search the ship for clues to the identity of the murderer, hunting out various pieces of evidence and questioning the guests to find out further information.

New boots and interface

Originally, Delphine were planning to construct the game around the 'Cinematique' system they used for *Operation Stealth*. However, it soon became apparent that this just wasn't going to be enough! This is one of the reasons that the game has taken so long to put together, since a new 'engine' had to be designed from scratch.

The whole system has been changed, with both a new graphics system and a different player interface. The graphics are a strange



Raoul must not be tempted by any of the luxurious tipples to be found at the ship's bar. A clear head is what's needed to get through this investigation. On the other hand this chap may be able to provide you with some information...

Cruise for a Corpse

Now this long-awaited graphic adventure has arrived, does it actually transport you to the world of Hercule Poirot, or is it as dull as the local cop-shop's paperwork stack?

combination of bitmapped images, sprites and polygons (yes, polygons). The main backgrounds are full-colour bitmapped images, with sprites being overlaid for foreground images and some of the characters. The main characters (such as Raoul Dusentier himself) are constructed from polygons, which allows them to be smoothly animated across the screen as well as giving them the ability to move in and out of the screen without appearing all blocky. The effects of this new system are pretty stunning!

The user interface has been improved as well. Moving the cursor around the screen allows you to select items of interest and the cursor changes shape to tell you when there is an object or character with which you can interact. Clicking on an object brings up a menu of commands, from which you select the required option. This will then carry out an action on the object or character.

A major part of the investigation is taken up with questioning the guests on the cruise. By clicking on a character and selecting

Going on a Summer Holiday

Cruise for a Corpse begins with a classily-produced, cinema-style opening to produce the right atmosphere. The plot unfolds as The scene is set - beginning with Detective Inspector Raoul Dusentier receiving a mysterious telegram from wealthy businessman Niklos Karaboudjan inviting him on a cruise aboard his yacht.

But why has Karaboudjan invited him? Is it just a harmless holiday offer, or is there a more nefarious side to the trip? The roughly scribbled envelope seems to give the impression of a man in fear for his life. How can a hardy detective not investigate?





Even though this investigation requires you to deal with some rather shady characters, there's still no excuse to forget your manners. A quick knock on the door before opening it could save you from an embarrassing situation!



Time ticks on as you find clues. If you don't see this then you're on the wrong track.

If you're wondering why I've assembled you here...

After months of waiting for Delphine to unveil their new adventure system, it would be quite a shame if it turned out to be a dead duck. Fortunately the system is an absolute beauty.

The graphical capability of the new engine is immediately apparent. From the cinematic opening sequence to the detailed backgrounds and characters, the appearance is incredible. The polygon system for Raoul's movement works superbly, with the detective moving smoothly around the screen in three dimensions. One problem that other graphic



Oh dear! Maybe this wasn't the time to barge into someone's cabin! Perhaps this little tête-à-tête has something to do with the dead host... or maybe not. It's up to you to find out!

SPEAK from the menu, you are then taken to yet another section. This displays both yourself and the person you are interviewing, along with a list of subjects you wish to talk about.

The first screen is a list of characters, and clicking on a name allows you to ask more about that person. There is one drawback, however, and that is that you can only ask about people you've actually met! Asking certain questions may reveal information about another character, so you must find out as much as possible from as many people as possible

and cross-question all the characters to get the full story.

There is also a 'various' question heading, which allows you to ask about objects you've found and situations you come across. This in turn gives you more information about certain people in the game. This may all sound rather complex, but the menu systems are laid out in a simple way which is easy to understand. Even when you start getting floods of information, the questioning is still easy to carry out - even though there are a lot of options!



Asking the right questions is what this detective lark is all about. Oh and looking around for clues, I suppose there's that as well!

adventures of this type have is when a character moves in or out of the screen. With bitmapped images they often cause horrendous pixelisation or dodgy cuts where the character moves behind a piece of scenery while he changes size! Cruise for a Corpse suffers no

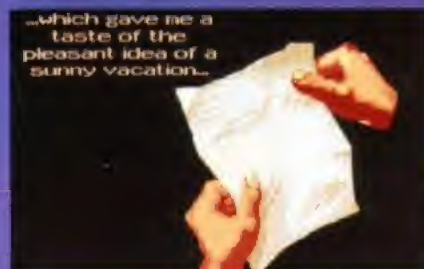
The carefully observed period plot unfolds in much the same way as a detective-thriller film.

such ailment. Since the main character is constructed from polygons, he can move into the back of the screen or out past the viewer without becoming so blocky that it looks like a

Continued overleaf



A few phrases nervously scratched on the envelope...



...which gave me a taste of the pleasant idea of a sunny vacation...

Sunset, and Raoul is transported across the bay to where the Karaboudjan III is anchored. What perils may lie in wait on this strange trip? Maybe death! Or maybe nothing will happen. There is only one real way to find out...

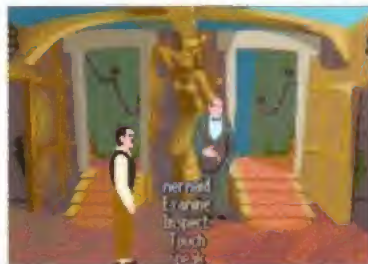




Welcome to the Karaboudjan III



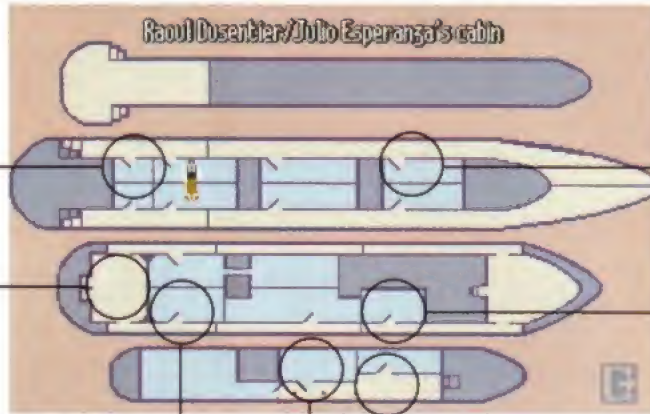
Ahem! Well... even detectives occasionally have to do something private!



Speaking to a mermaid? Sounds pretty surreal, but anything's worth a try.



The deserted dining room may seem spooky, but clues have to be found!



After waking in Niklos Karaboudjan's office after being knocked unconscious, it's time to start searching for clues.

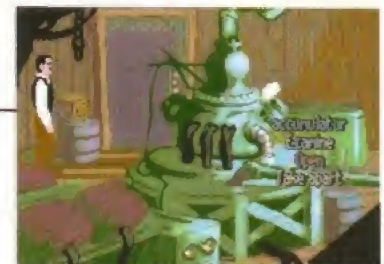
In addition to walking around the Karaboudjan III, you can move Raoul between locations by way of a map. Careful planning is needed to find the right clues in the right places.



Father Fabian sits in his cabin awaiting questions from the eminent Dick.



Careful with that tap, Raoul! You may be washing away some vital evidence!



Fiddling with the machinery, eh? Are you sure you know what you're doing?

AMIGA FORMAT

80

OCTOBER 1991



badly-made Lego model. The new control system works a treat too. Instead of having to scroll through loads of options to find out which ones are relevant to a certain situation, you are only given the commands you need at

A \$3,000 Cartier bracelet hidden in a desk? Now why would someone want to do that? The plot thickens...

that particular point. This saves time and a whole lot of frustration!

This doesn't mean that the game is simplistic though. Operating options often causes a chain of events more complex than it would first appear. This ties into the game extremely well, allowing you to get the old grey-cells working as the carefully observed period plot unfolds in much the same way as a detective-thriller film. When a character lets slip a piece of juicy information, you can't help yourself shouting out: "Aha! The plot thickens!" (well I can't help it, anyway!)

Delphine have spent a lot of time getting the atmosphere in Cruise for a Corpse spot on, and this care definitely shows. The whole feel of the game is very much in the style of Christie's Poirot stories. However, even if you're not a fan of these classic tales, the game will prove a challenging and engrossing adventure for any games fan.

Maff Evans

Cruise for a Corpse
US Gold ■ £25.99

- Marvellous presentation abounds with film-like opening sequences and amazingly atmospheric flashback scenes.
- Superb graphics system perfectly capture the feel of a 1920s' detective story.
- Easy-to-use operating system allows you to start investigating with no trouble at all.
- Devious puzzles and complex plot twists will keep you plotting and detecting for quite some time.



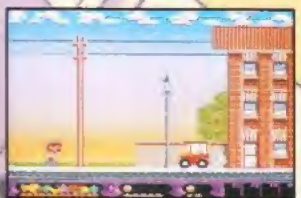
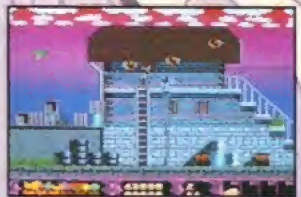
Roul's worst fears have been realised. Mr Karaboudjan's butler rushes in with some terrible news. His master has been murdered! As the two rush to the scene, someone knocks them out and hides them out of the way.



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AMIGA SCREEN SHOTS SHOWN

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vortex ATonce-Amiga is the ultimate PC/AT emulator for your Amiga 500 or Amiga 2000 computer. It is developed and produced in Germany by vortex Computersysteme GmbH. vortex ATonce-Amiga gives your Amiga a complete AT emulation, that includes an AT compatible BIOS, emulation of the parallel and serial ports, sound, colour graphics and hard disk support, yet while running as a task within AmigaDos!

Thanks to the use of the vortex Gate Array and SMT technology the ATonce board is incredibly compact and easy to fit. vortex ATonce-Amiga plugs directly into the Amiga. No soldering is required. Fitting is a 10 minute operation and full installation instructions are included in the user manual.

Each vortex ATonce-Amiga is supplied with a high quality low power Motorola 68000 CPU, saving you time with the installation and providing a high degree of reliability. vortex ATonce-Amiga does not affect the normal operation of your Amiga and is totally transparent when not in use.

INCREDIBLE SPECIFICATIONS

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High quality Motorola 68000 CPU
7.2Mhz clock speed
- SMT (Surface Mount Technology) compact circuit board with low power consumption and highly integrated CMOS Gate-Array
- Norton SI rating: 6.1
MIPS Test: 70%
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- ATonce-Amiga will work with autoconfiguring autobootable Commodore compatible hard disk systems that use an AmigaDos compatible hard disk driver
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- With ATonce-Amiga the following video emulations are available: EGA-/VGA-monochrome-graphics (as far as this is possible with an Amiga), CGA, Hercules*, Olivetti* and Toshiba3100* (* these modes use interlace)

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- ATonce-Amiga plugs directly into the socket of the 68000 CPU (Amiga 500). In the Amiga 2000 it is plugged onto the adapter which is fitted in one of the Amiga slots
- ATonce-Amiga is delivered with a detailed user manual. A 3.5" Amiga disk that contains the installation and emulation software is included. DOS and the adapter are not parts of the delivery
- For further information or the update-service, please contact your local Amiga dealer or call Compuserve Box # 100015,330

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The city is a futuristic Los Angeles, full of high-tech hardware and low-life street scum from an assortment of cultures. One man is trying to keep this city clean and his name is Blade Hunter. He's a private eye from the Marlowe school of charm: tough and methodical, he always solves his cases and he always stands his girlfriend up.

The game opens with a message on the vid-phone. It's the mayor, his daughter's been killed by a mysterious narcotic and he wants an answer, but no publicity - it's election year after all! Blade has been hired, now he must try to unravel this twisted tale.

Person to person

Rise of the Dragon uses a first person perspective and an intuitive mouse interface for the majority of its scenes. You see what Blade sees and rolling the mouse cursor across the screen reveals the various hotspots: active areas he can manipulate to further the quest.



Let this be a warning: folks who take dodgy drugs from comic characters go blue and have everything they say highlighted in red!

The options offered by the system aren't really options, they are more logical extensions of the cursor. To swing open a cupboard door you need to have the cursor at the correct side and click. To get an item to interact with another just drag it over the top of the other one and let go of the button. To exit left or right simply move the cursor to the far side of the screen. It's not revolutionary, but it's slickly done and glitch free. Sort of a downtown *Dungeon Master*.

To talk to a suspect just click when the speech bubble 'hot spot' appears on them and an inset portrait appears. You can relate to these pics: the bad guys look evil. Blade's girlfriend looks helpful and decaying drug riddled corpses look just as you'd imagine drug riddled corpses to look. Speech boxes convey their statements, while your potential questions and replies are offered in multiple-choice style. Talking's limited to three or four responses, but they cover all the possible reac-

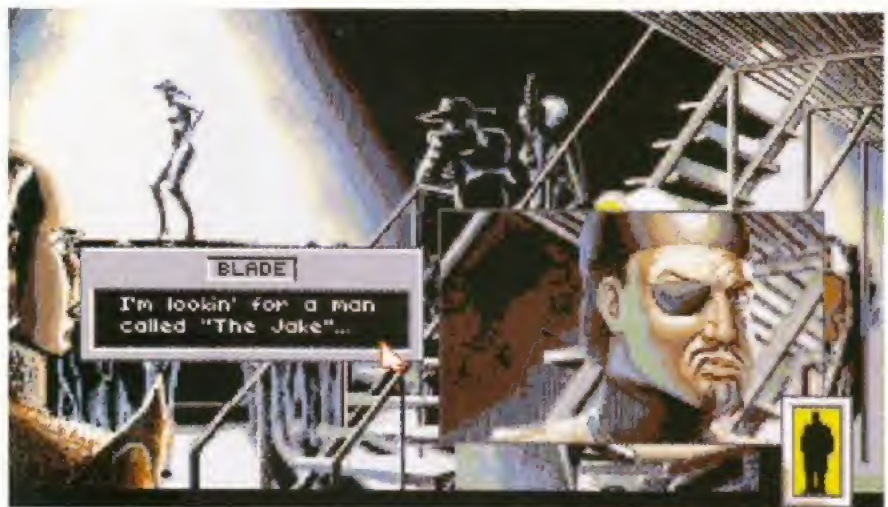
Welcome to the Pleasure Dome. This low life hangout is a great source of information for any budding detective. You have to leave your gun at the door, so persuasion rather than force will be needed if you are to get the answers you want. To ask folks questions just click on them as part of the background and a portrait appears.



Rise of the Dragon

Stunning pictures and moody atmospheric music abound in this new Dynamix adventure, but is it a game or a slide show?

So this is why they call it a Pleasure Dome! The young lady doing aerobics is just a decoy. You need to find some answers and find them real fast. Try that respectable looking gent in the silk hat and matching eye patch.



Lost in a strange town? This is Blade's Em-Way map, just click on a destination and let the tube train take the strain.



tions anyone could have to a bouncer packing an automatic rifle. Rise of the Dragon also uses an *Op Wolf*-style shoot out and 'Meanwhile' screens. The first allows for blasting action, while the plot interludes reveal the dark secrets of the criminals. The change of perspective frees up the game, allowing the graphics to use an exaggerated form.

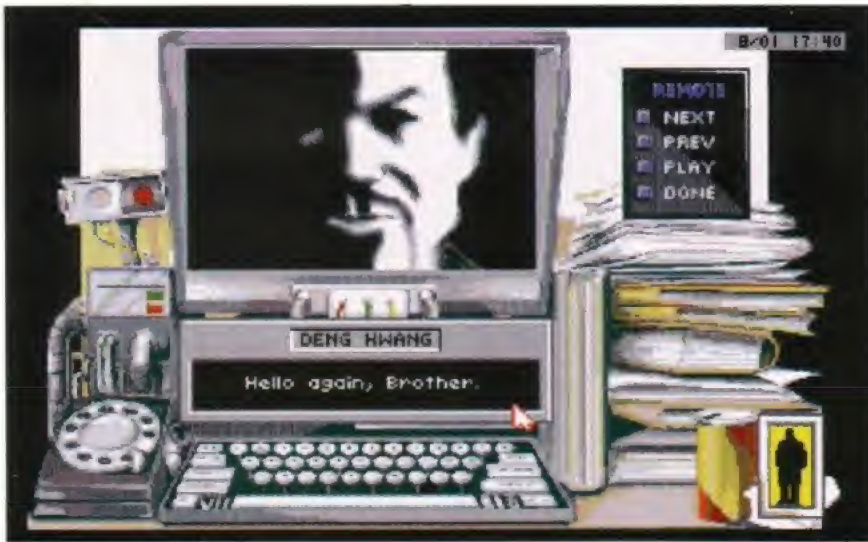
The only irritation of the keyboard-free style of play is that it fosters the introduction of timed sections. In certain situations a whole bunch of actions have to be taken quickly. The music is often the only clue to this, so the results first time round are predictable and frustrating. One or two areas like this would be tolerable, but they are overdone and overtly

long. It doesn't ruin the game, but provides a stumbling block to the continuity because you can go no further until you're certain what has to be done, in what order and at what speed.

Too pretty!

Rise of the Dragon simply looks too pretty to be a game of any depth. Dynamix have lavished obvious time and effort to make their screens glow on the Amiga. They carefully build a Ridley Scott atmosphere, of a city decaying in its own decadence. It is state-of-the-art comic book stuff; exaggeration spiced with dark threat.

The graphic threat is underpinned by the music. Each area of the game has a theme,



which varies according to the actions required. In the timed sections the music ups the tempo, providing an audible clue of a need for speed. In other cases its style clues you up as to the nature of your next encounter.

The effective mouse system, great pictures and continually changing background tune creates a movie-like atmosphere. The folks you meet and the world they inhabit are drawn and behave in a slightly exaggerated fashion. It's like exploring an animated cartoon film. Judge Dredd is alive and well and living next door to Blade Hunter.

It's not without its problems though, but they are problems that emanate from the

game's ambition. Played from floppy it's slow, not crushingly so, but still slow. The game really deserves to be played from hard disk. It will, however, probably be remembered for its cracking graphics and great use of



Answerphones, love 'em or hate 'em you can't get away from them. Blade's futuristic little number even shows who's calling. It must be a party line though, because he ain't my brother!



Ow! One slip and you're history. At least the death screens are varied and pretty!

The yellow icon in the bottom right brings up an inventory. Blade is prepared, as they say, for anything!

sound, but it must not be forgotten that there's a toughish adventure here too. The clues are clear enough to be found yet devious enough to cause confusion. The environment is friendly, changing both viewpoint and style regularly enough to keep all but the most impatient player happy. The stress on time proves irritating, forcing you to keep trying the same situation. But, if *Rise of the Dragon* is an indication of the direction Sierra is taking, the road ahead looks exciting indeed.

Trenton Webb ☺

Rise of the Dragon Sierra On Line ■ £39.99

- Truly brilliant mixture of atmospheric screens and animations.
- Timed nature of some of the sections proves irritating.
- You need either a hard drive or patience: there's a lot of loading.
- The music changes and evolves right the way through the game.
- A strong adventure that sets new standards for the genre.

Verdict 86%

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Oops. Big mistake. Someone's let the Lord Of Decay escape from his secure hospice. And now he's done a runner to the quiet island of Capra, and is currently hiding there, making life miserable for the residents.

What's this got to do with you? Well, you're a swash-buckling hero, you've survived two other *Gauntlet* games and now you're back in glorious 3D. So it's your job to pack your weapon and take the next ferry to Capra, where you'll be asked to chop up the minions of Mr Decay before tracing him to his lair and slipping him some cold steel. It's a frightening prospect (for both of you).



Messages appear at ripe points in the game. If you're heading off in a stupid direction, or keep blasting away at your food you'll be gently reminded not to be so dim.

No more heroes

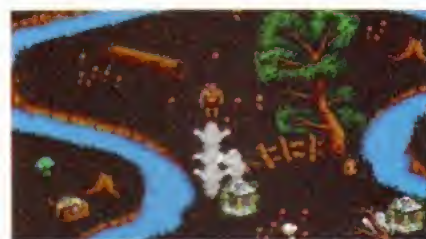
After choosing your character, you start off in the middle of a forest. You've got eight-way scrolling, but it's made pretty clear which direction you're supposed to head off in. Making things much more interesting are the marauding aliens. These take the form of ghosts, but once you get further into the game you run up against guards which patrol in strict patterns. These come in many forms, but the humanoid orc-lookalikes are the most common (and the worst).

To progress, it's necessary to destroy the centres from which the ghosts spring. This doesn't take much, as both baddies and generators take only a hit or two. In fact the only thing that keeps the combat playable is the sheer number of attackers, but it gets confusing when your characters disappear underneath a seething mass of them. Once you've cleared each level you're free to wander around it collecting pick-ups such as food



Ghosts are swarming all over you. It's at times like these that you can't really see what the hell is going on, so you end up just holding down on the fire-button and waiting.

Gauntlet 3



All the ghosts in the forest come from the generators you'd do well to destroy as and when you find them. They don't reappear so it's wise to eradicate as many as possible.

It's atmospheric, it's good to listen to and it's well written by Tim Follin (writer of rather good pop-tunes as well as the *Ghouls 'n' Ghosts* soundtrack). But heroic though it is, it doesn't rescue *Gauntlet 3*, which is certainly playable, mappable and big, but could have been a really special game with the addition of more exciting (and colourful) graphics and slicker gameplay.

James Leach



In the two-player mode Valkyrie and Thor hide across a river from the marauders (who, strangely, can't float over it). That spiral is the vortex caused by a just-destroyed ghost.

The Hall of Heroes



Thor. From the Volcanic Kingdom, he carries a large number of axes. He's also President of the Volcanic Kingdom Film Club, so see him for membership details.



Dracolis, the lizardman, knows the swamps like the back of his scales. He doesn't need to stick to the paths in the swamp regions and scorns those who do.



Petras is rock hard. Literally. He hails from the Mountain Kingdom and would kill just to get a good night's sleep on a posturepaedic bed.



Merlin casts powerful spells to get his way to the Lord Of Decay. He's getting on a bit now, and seeing those ghosts aren't doing his heart any good.

Questor. He wandered down from the Tree Kingdom a while ago to escape its flesh-eating plants, and hasn't found trousers strong enough to protect him should he venture back.



Blizard. One cool dude from the Ice Kingdom, he is a large and very powerful man and was the original 'Refrigerator'.



Valkyrie. The only female, and she is as strong as any of the men but doesn't suffer from any of the personal hygiene problems that they do!



Neptune of the Sea Kingdom might well be a little 'out of his element' up on dry land in the forest, but he can still prod the nasties with his trident.



Gauntlet 3 US Gold ■ £24.99

- Doesn't quite cut it. It isn't smooth enough to be really addictive.
- Like the previous *Gauntlets*, it's much better in two-player mode.
- The music is excellent and really adds a lot to the game.
- The 3D movement gets niggly when you can't see clearly what's happening.
- The graphics are competent, but they're not exactly breathtaking.

Verdict **63%**



Executioner is a game of death-dealing destruction and gratuitous violence. The idea is to visit different planets, grab a few locals and torture them for secrets. Steer clear of the plants though.

The planet Ritula has a rich and varied array of lifeforms. However each and everyone of them has the sole desire of blowing your brains out. Here a pterodactyl's decided that you need terminating.



The Executioner

AMIGA FORMAT

88

OCTOBER 1991

Somehow you just know that a game with the title 'Executioner' isn't going to be a very cheery game. However if you're expecting to be in control of a medieval head chopper, rolling heads into a hand-crafted wicker basket in the late eighteenth century, then you're in for a surprise.

Gravity of the situation

In fact it is a kind of warped space-trading game. The idea is to zip down to unfriendly planets, destroy installations, scoop up prisoners and then nip down to your local slave trader for a bit of human bartering. However mindless death and destruction isn't the only aim of the game. Dear me no, there are four pieces of an electronic key to collect with which you can catch an enemy leader.

The game is controlled by the mouse. Thus on static screens when you've got some bartering or torture to carry out, the mouse joystick simply moves to highlight choices. These static screens comprise of a shop, a bar, a map and a torture/questioning screen.

Once you've decided which portion of the galaxy to search for the key segments, you can then launch your ship down to the planet. At this point the game switches to a thrust-type game. You have an allocation of fighter droids which you can send down to destroy installations, capture prisoners and extra fuel.

The planet combat sections of the game are reminiscent of games such as *Gravity* and the recent *Zarathruster*. Here the main problem isn't the attacking spacecrafts or the ground-based installations, it's the problems of controlling a craft which is affected by gravity.



The map screen enables you to specify your launch destination. Various shops appear in each quadrant of the map where you can soup-up your ship or flog your slaves. The planets come with some quaint names such as Fenlest, Silucy, Fensea and Pchellyt.

It's very easy to get your orientation wrong with the droids, sending them plummeting down to earth. This isn't the fault of the programmers, in fact to their credit, they've decided to make life a little harder for all you hardened shoot-em-up players out there.

If you spot something interesting on the surface then you can zip down and hover above it. Pulling back on the joystick initiates the tractor beam and you scoop-up prisoners or extra supplies of fuel. The exit from these planet levels is hidden until you find a transmitter pod, pick this up and an exit portal appears on your inadequate radar screen.

Talk you evil Gargaroth

If you manage to make it off a planet with a couple of droids to spare, you can head for home and torture the prisoners for information about the location of the key.

There's nothing terribly graphic about the torture sections. You have only four methods (he said sounding distinctly sick). You can physically attack the prisoner, stretch them (old but effective), use electrodes, or offer them incentives (ciggies, chocolate, their life).

If you over do things in this portion of the game, the prisoner will die, so it's wise to keep an eye on the life-force indicator which registers exactly the kind of shape that the poor sod's in. If it all sounds a bit gratuitous and sick, then you're not far from the truth.

Being a space agent isn't all work, work, work. If you fancy a spot of relaxation you can go to the bar. Entering this screen shows you a graphic of the bar and ermm, that's it. Some absolutely moronic piano music floats around while you prop up the bar. Dire indeed.

Should you save up enough money from selling prisoners you can buy add-ons for your ship. Four-way guns, extra droids or high-powered weapons are all stocked by the shopkeeper, who looks like a cross between Darth Vader and Mr Benn in his spacesuit.

Here's a game that offers little. All you've got is a game pretending to be a "combination of tense arcade action and mind-stretching strategic quest". The only good portions of the game are the planet sequences and even these are absolutely derivative. If it is "hugely addictive," then I must have the wrong version.

Andy Hutchinson

A Question Of Ethics

"We are disturbed to learn of another game being marketed in which torture is presented as a fun way to deal with 'prisoners'. We are concerned that impressionable young people will, through this game, accept that torture is an acceptable practice. Torture is a fact of life in more than 100 countries, as the dossiers and photos in our files illustrate. Perhaps those who design, manufacture, market and distribute games such as *The Executioner* would care to consult our library, particularly the pictures of children who have been tortured, we feel sure they would then not be inclined to link it with what they describe as "gorgeous, tense action"."

AMNESTY INTERNATIONAL

The Executioner Hawk ■ £25.99

- Bland, derivative graphics which convey all the excitement of a rainy Sunday afternoon in East Grinstead.
- Gratuitous and completely crass torture screens which serve little purpose other than creating a bit of hype.
- Mish-mash of different game styles which owes much more to the public domain school of programming.
- Twee sound and graphics which grate on the eyes and the ears.

AMIGA
Verdict 40%
FORMAT

AMNIOS



AMNIOS

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Amiga Screen Shots

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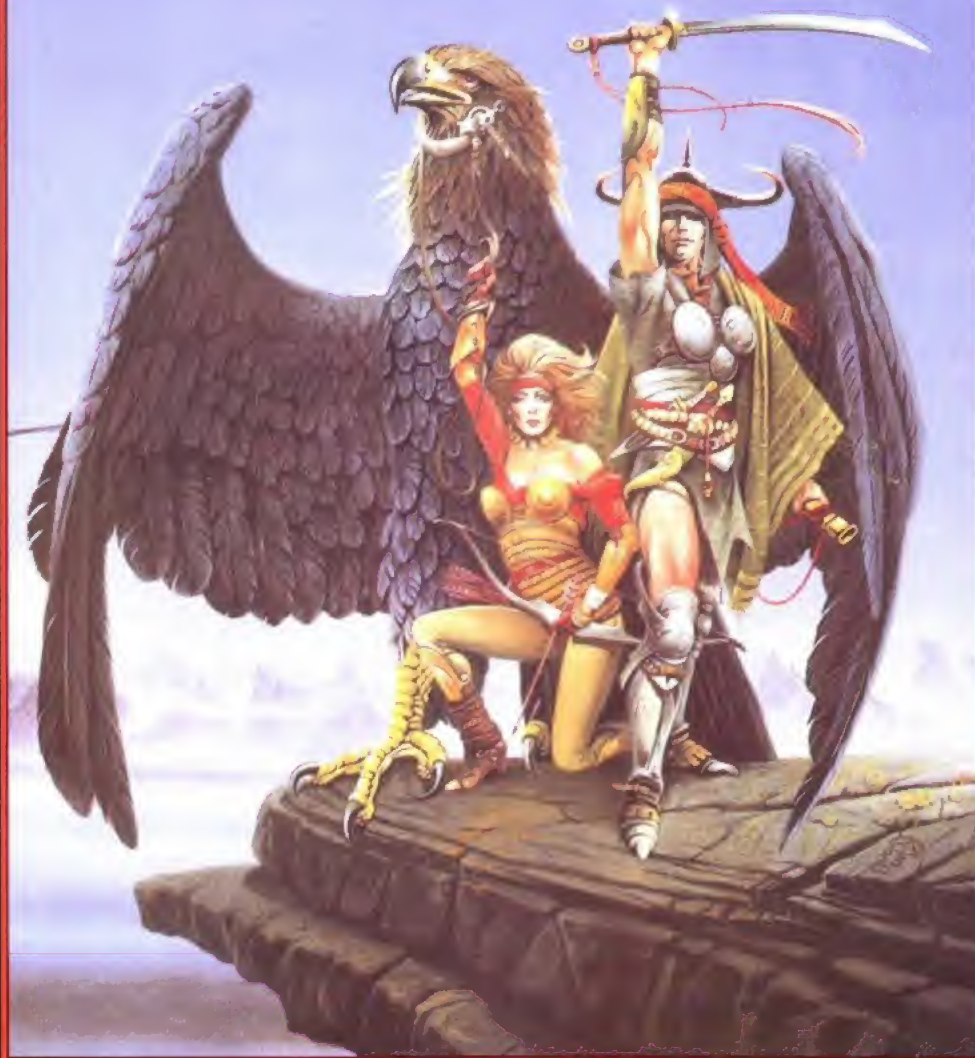
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BARBARIAN II

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Screen Shots from the Amiga version

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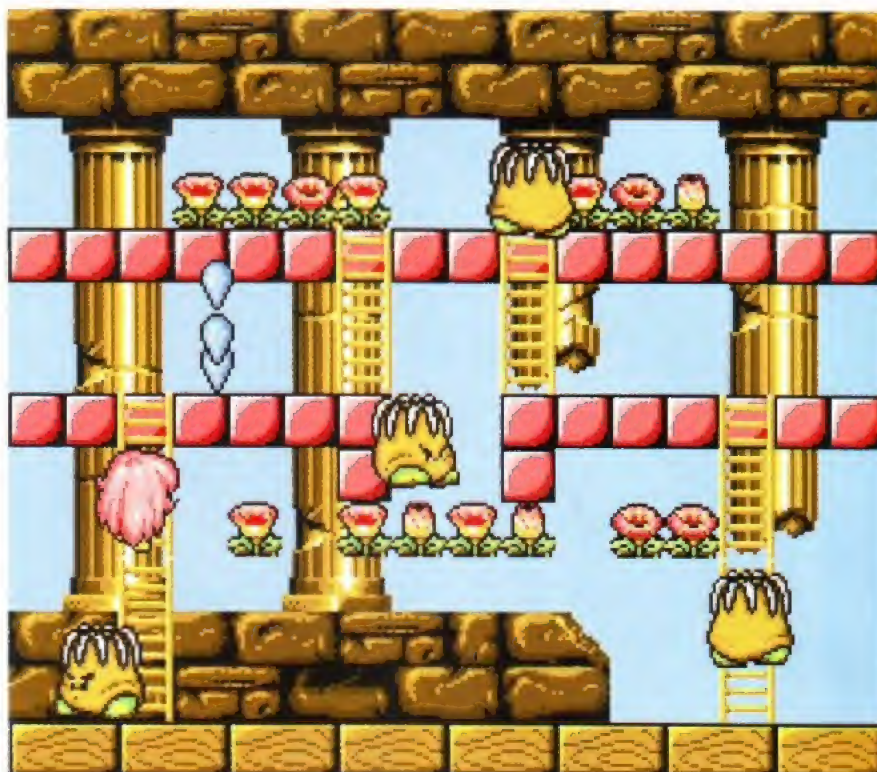


Hitting you like a 10 ton Tonka truck speeding out of Toy Town. It's garishly bright, silly to the core and playable in the extreme. It's also the first non shoot-em-up that Storm have attempted and they seem as well adapted to coding overpowering cuteness as they are unstoppable firepower. Based on the Jaleco coin-op it's a platform cum maze spectacular, pulling you in fast and putting you through the gameplay wringer over 44 levels of joystick twisting chaos. It's a tale of fairies, flowers and fearsome foes, but that's not important right now!



The killer baked potatoes in toupees are attacking. They have deadly killer tears that fly up the screen. Luckily they are quite visible, huge blue blobs, but it keeps young Tam on her toes while exploring the hazardous platform world of Rodland.

Ha, take that creature features! Tam uses a balloon to reach the top flower bed while the monsters are stuck on the floor. Clearing out the flowers will take the game into extra mode and then there's a chance of some bonus lives.



AMIGA FORMAT

92

OCTOBER 1991

Tam and Rit, the two hero fairies, have to dash around each game screen killing monsters and running over flowers to collect them. At their disposal are two magic skills, the first is the ability to conjure up a ladder to reach higher or lower platforms. This allows them to avoid the monster filled ladders that the screen provides and create a personal route to the bonus flowers. The two little tykes can also kill monsters by trapping them, then swinging them overhead and bouncing their bounce on the floor. Bash an enemy three times and they disappear in a shower of bonuses and points. Of course, the fairy folk have to stand still while they kill and that makes them vulnerable to attack.

Chirp and cheerful

It's the graphics that hit you first. They're cheerful to an almost painful degree. Each monster has a cute 'stunned' animation and a downright daft walk. The heroes are no better, wobbling across the screen and winking during loads. The graphics, though, disguise the game, dressing it up as a comic affair, which it most definitely isn't.

This whale's the second big boss. He's hard to take seriously but spend too much time laughing and he'll kill you quick. He spits out baby whales which have to be blasted as well as the big guy.



Rodland

It's the attack of the cuteness as Storm try and break their arcade mould and go all soft with fairies, flowers and pretty colours...

The ladders and monster bashing take some skill to use without endangering the life of the little fairy. You have to time jumps to miss sharks' tears. Trap and bash creatures only when their friends can't sneak up behind and bite you in the head. Profitable play is a matter of priorities, do you want to collect flowers and try for a lives bonus or go for all-out slaughter? If you don't clear a level fast enough the monsters hit Blue Meanie mode, becoming quicker than ever.

Cartoontime

Each level has its own tricks, a refinement of the standard techniques that suit that particular layout. The levels become easier once you know where to run and where to hide, but it is never easy. Remember, these are creatures of the cartoon kind and do the most improbable things just you when need it least. This makes new levels even more hazardous than ever, because you have to suss the safe spots out while the screen scrolls up.

Each of the 44 levels get progressively tougher and you move sequentially through them all in a bid to rescue your kidnapped Mom. Every tenth screen is filled with a hugely comic and plain huge guardian which has to be defeated. These spit tiny effigies of themselves out, which have to be killed along with the major nasty. These guardians look too comical to be dangerous, but prove deadly.

There are no passwords or continues and so the game forces you to try for the bonuses

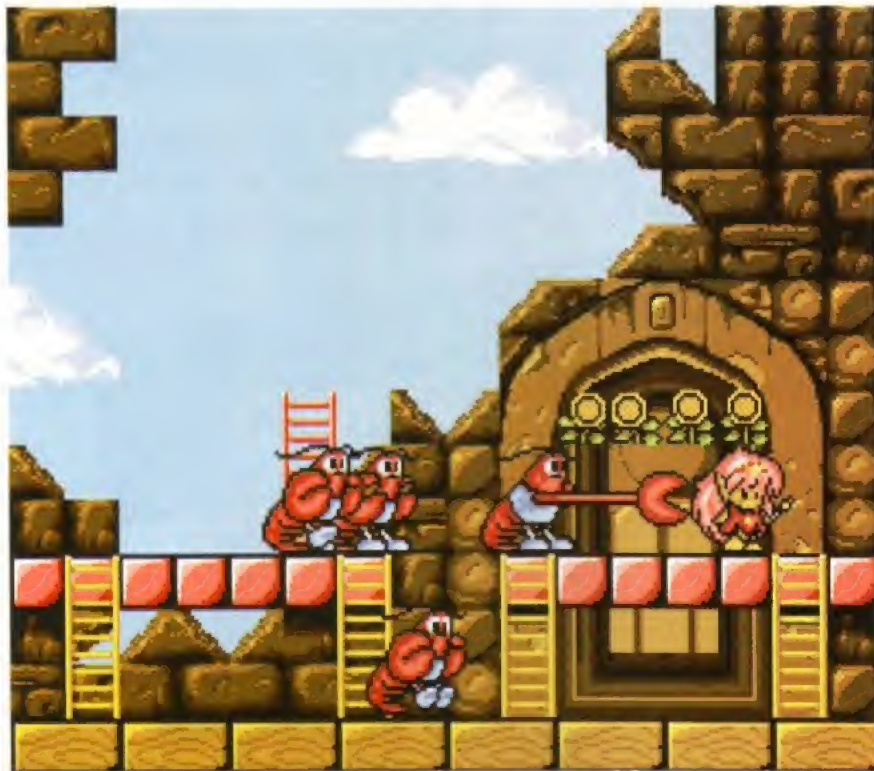


These red sausage fiends have extremely long tongues. They've a greater range than you so attack them from behind!

unless you're very good or very lucky. If all the flowers from a level are collected then the game goes into extra mode, where slain monsters yield the letters "E, X, T, R and A". If you can nab a whole set the level ends and a boss lady fairy gives you bonus points and an extra life. As Tam and Rit only have the life they're using with two spares tucked away on the score table, long-term play has to feature in these extra bonuses. 44 screens may not sound a lot, but the tight gameplay make it feel more like a 1,000!

Bubble pac

Storm have obviously slaved over *Rodland*. The machine itself was pretty and used some classic gameplay concepts because it is similar

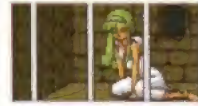


in style to *Bubble Bobble* and even *Pac Man*. You have to operate in a small environment, dodging beasties and collecting bonuses that gives you power over them. The arcade was slow though, and featured only 30 odd levels. The coders have not only replicated the original in look and spirit, but they've speeded it

up and designed some levels of their own to add to the game's life.

Rodland still retains that arcade heritage, it is best played in short insistent bursts. It's no rambling epic, it has one clear objective that will take much waggling skill and memorising of levels to beat. This either weighs in

Now wouldn't these little babes look nicely boiled and served with curry and coconut à la lobster kurma? How do you cook it? First trap yourself a lobster, using a magic wand and bash them senseless on the floor...



Mom has been kidnapped by a huge eagle and taken to the Maboot's tower. The open door is the route to rescue her from the dungeons.

its favour or not, depending on how you like your games. If you're a coin-op pro you'll love it, but probably finish rather quickly. If you're an occasional arcader it'll take longer to conquer but the hook won't be as strong.

Rodland delivers. Full colour cuteness in overdrive, great game design and a real sense of fun! With the two fairies working to clear a level, but competing for the extra bonuses it's a hectic brand of chaos that pays dividends. The 44 levels do prove to be a little short, but if you're after crispy cutesy coin-op entertainment, then look no further.

Trenton Webb AF

Rodland Storm ■ £25.99

- They're quite right, it is so cute that it'll make you puke!
- The tightness of the gameplay makes for maximum tension.
- Maybe too short for arcade experts.
- Excellent rendition of the coin-op, they've even added features!
- The levels prove a little too short.

Verdict 88%

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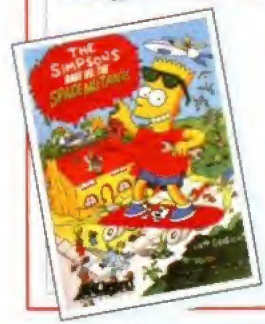
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Mah-Jong seems to be one of those Oriental games that everybody knows about but nobody seems quite sure how to actually play. Nobody, that is, except a billion Chinese people. *Shanghai* is a sort of *Mah-Jong*, and *Sarakon* is basically a version of *Shanghai*. And the idea behind it is a simple one.

Dozens of tiles, each with a little symbol on it are piled up into stacks on the gridded board. Your job is to select pairs and remove them from the board (and to keep doing this until it is empty). What makes things a little more interesting is the rule where you can only select pairs that are either next to each other or that can be linked by straight lines with no more than two right angles in them. It sounds a little bit complicated but once you have started playing then it soon becomes second



At the start of level two the tiles are stacked three high. Trying to whittle them down within the stringent time limit is a bitch.

nature.

There are two levels of difficulty. The easy level allows you to pair up tiles which are on different layers on the board and the hard level, er, doesn't. Having said all that, neither level is that easy, and it's all made much harder by the addition of a really evil time limit. This gives you large amounts of panic and frustration as you try and clear the screen before it runs out, and it takes what would have been a rather boring game of elimination and turns it into a game of quick thinking and good mouse control.

Que sara, sara

Every level has a different starting pattern of tiles and as you get further into the game many more tile designs are used. To break up the stressful levels there are bonus screens where all you do is amass lots of points by clicking

on as many pairs as you can, as well as jokers. These are tiles which flash and give you extra points if you can pair them off in time. As with the standard levels, the further apart the pairs you select, the more points you get.

The bonus screen. Every time you make a pair, several more tiles appear. The idea is to choose as many pairs (as far apart as possible) before your time runs out. So, even here you're really up against the clock.



It's a good idea to clear spaces in the piles of tablets so you've got paths between pairs. On the first levels it's possible to send paths round the outside of the stacks. Later on the stacks are positioned against the edges of the grid.

Sarakon

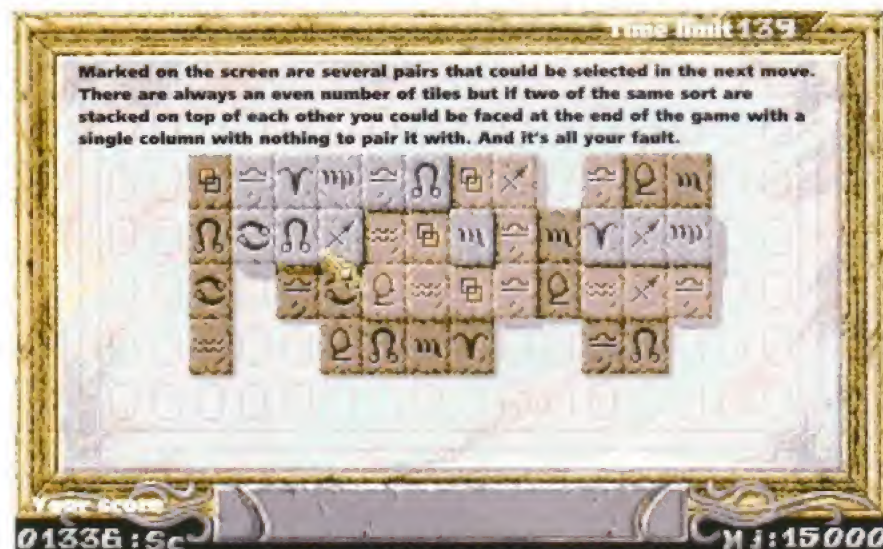
Unfortunately the time limits (both on the normal levels and the bonus screens) seem to get exponentially harder so it's virtually impossible to beat all 40 levels. In fact this is a real problem with the game: it gets too hard too quickly. So it isn't just the game's addictiveness that keeps you playing, it's a bloody-mindedness because you can't progress beyond level 10.

Sarakon is nicely programmed, however, with detailed stone-look tablets and a few inscrutable Oriental touches here and there. It's as fast, smooth and idiot-proof as it needs to be and has a simplicity that you don't often see nowadays.

The bottom line is how much you like cunning puzzle games, and whether you wish to spend a considerable amount on one which doesn't offer a massive amount of variety and which you can get hold of in other guises in the Public Domain.

The choice is up to you.

James Leach



Marked on the screen are several pairs that could be selected in the next move. There are always an even number of tiles but if two of the same sort are stacked on top of each other you could be faced at the end of the game with a single column with nothing to pair it with. And it's all your fault.

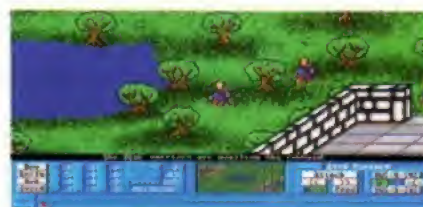
Sarakon
Virgin ■ £24.99

- Easy to learn and easy to use.
- But very hard to beat.
- Nicely programmed game without frills and padding.
- But possibly lacking in variety.

Verdict **60%**



This is Castle Keep, probably the most enjoyable scenario if only because there's lots of odd corners to hide behind and ambush people from. Even so, the limited vertical movement problem still makes the game a pain to play. In this particular combat the blue team will probably win, simply because they got there fastest with the mostest!



This character, despite having a stride of seven squares, cannot move seven squares vertically - because you cannot voluntarily scroll the screen to select your destination.

Barbarian is a slow moving, all-in-one mean machine. Robin Locksley can move quickly and propel an arrow unusually far, but soon succumbs to repeated enemy attacks. Who is where and when is the difference between winning and losing.

The method for forming an attack is erratic. First you click on a weapon, then you have to click on a direction (similar to a compass rose) and the weapon speeds off. Supposing that there's an enemy in range and there are no obstacles, you'll hit him.

The whole system is let down because you can't scroll the screen, make a player move off the view screen or check off-screen for obstacles blocking the line of sight. This makes long-range hiking up or down the screen impossible and long-range shooting a joke.

Look 'n feel

The graphics are quite jolly, with animation sequences for movement, using a weapon, getting hit and dying. There is also a small swordfight sequence, although whoever was attacked always loses. The sound, just composed of spot effects, fits the game nicely.

The nature of the game makes it difficult for humans to play well and so the computer excels. Each weapon does the same damage (depending on who uses it) and each soldier has a certain number of hit points. The computer will happily leave a target for you to hit because it knows you can't kill it that turn, even if every available soldier gangs up.

The game isn't random, which makes it a point-and-click puzzle that is best played against a friend; *Medieval Warriors* is too simplistic, frustrating when you make a mistake and dull when you work out the correct tactics. Give me *Laser Squad* every time.

Pat McDonald

AMIGA FORMAT

98

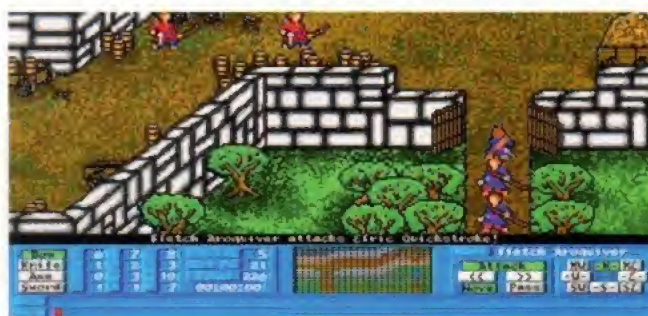
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Medieval Warriors

Taking command of either the Red or Blue army, both sides are composed of 12 individual foot soldiers, each taking turns until one side or the other is wiped out. Each warrior receives his orders through the mouse, and subsequently carries them out, but you only get a limited amount of time to give your orders which adds some pace!

Rather than playing against the computer (which is an excellent opponent, even on the dumbest level) you can play against a friend, either on the same computer or through a modem/serial link.

There are four different battlefields/scenarios for you to play on: King's Bridge, Frontier Outpost, Village Wall and Castle Keep. They are composed of a very small grid (22 by 15 squares) and each square can be occupied by a soldier, obstacle or a dead body. To help play the game, the map is always



One of the best tactics is to line up a large group of your men, and when an enemy appears, everybody fires at him. Eliminating as many enemies quickly is vital to winning

on-screen. Humans cannot see out-of-sight enemies, while the all-seeing computer knows what's going on everywhere.

Taking command

Above the game panel is a magnified view of the battlefield. Movement is easy: click on a soldier and his destination. A soldier might not make it though, because the terrain (hills, carts and tables) slows down movement.

Each soldier can attack once per turn. There is an option to let each one attack, then move and attack again: this makes for a faster, nastier game. Four weapons are available: bow, knife, axe and sword. The first three are missile weapons (they can be thrown some distance) and are in limited supply. The sword can only be used when adjacent to an enemy.

Each soldier has their own name and speciality. For example, Bangor Hatchett the



In the forest scenario carefully use the map to aim up at an opponent, only to have a tree get in your way. What sort of self respecting warrior takes aim in a rough general direction?

Medieval Warriors
Merit/Soundware ■ £25.99

- The view angle makes moving soliders somewhat tricky.
- The armies are always the same.
- Very easy to play, with a time limit for each turn to add some tension.
- Not enough fun or variation.
- Sould have been much bigger.

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VIDEO

Is there anyone in the country who hasn't heard of Robin Hood? Folk hero, defender of the good and archer extraordinaire – a man not afraid to wear green tights and swash his buckle in public. By using Robin as the main person of a game the difficult job of creating a central character that people like and can relate to, has already been done and (hopefully) more time can be spent on getting the gameplay right rather than just setting the scene.

Despite the timing, this new game is nothing to do with the recent Hollywood epic *Robin Hood – Prince of Thieves* (!). This Robin owes more to the Harold Lloyd school of slapstick than the Kevin Costner school of acting.

I shot the Sheriff

The scene is set by a short demo sequence showing Robin being thrown out of his own castle by the newly-arrived Sheriff of Nottingham (the game takes more than a few liberties with the traditional stories of Robin Hood). So there Robin sits, depressed and alone outside his own castle with only a sword and long-bow for company.

To win in the conventional sense of the word means getting the Sheriff out of the castle and to reassume your rightful place as the prime winning position involves getting the castle, the girl and the adoration of the people. Achieving this is not too difficult, once you begin to understand the mechanics of the world and the motivation of the people. It does owe a lot to being in the right place at the right time – let the wrong person hang and not only will the people turn against you, but you could lose a valuable ally.

However in this version of the folk tale, winning is only half the objective. Talking to people, following them and (occasionally) relieving them of their gold are a major part of the game. The most enjoyable part is the interaction with the other characters and the exploration of the countryside.

Almost every person in the land has his or her own characteristics and lifestyle. So you can follow and interact with each character. Follow the poachers as they stalk, shoot, cook and eat the deer; watch the farmers sow the

Although the plot takes a number of liberties with the legends of Robin Hood, some of the more memorable incidents have been preserved. Who is the tall stranger that refuses to let our hero cross the bridge? One thing for certain, he's not a little man. Or is he?



Robin Hood fever is still gripping the nation. But in his latest incarnation on the Amiga, can our hero swash his buckle with the best?

Robin Hood

seed, hoe the land and harvest the grain as the year progresses. To get full enjoyment from the game you should take time off from trying to 'win' and wander around the countryside: have a pint in the local pub; stay and watch the monks burying the dead (and the accompanying funeral service); even watch the village women bathing nude in the holy spring!

The playing area is only eight screen pieces square, but because the characters are quite small, a lot of detail is packed into the playing area. There's a town complete with castle, a monastery and church, two outlying villages, a 'secret' hideaway island, a hermit, an archery range, a dragon's lair (complete with dragon), an inn and, of course, the gal-

lows outside the castle gate. The characters are small to the point of functionality and occasionally get lost in the landscape. Having said that the animation is pretty good and its easy to tell characters apart such as a fat, middle-aged monk from the rest of his brothers. Atmosphere is piled on by the excellent early music soundtrack by the inimitable Richard Joseph (of *Mega Lo Mania*, *Cadaver* and *Magic Pockets* fame).

Unlike most adventure/exploration games, you don't actually control Robin all the time. Or rather you do, but he is apt to have ideas of his own and wander off to do something else. This can be useful as he often seems to know what's about to happen next before you do. It

AMIGA FORMAT

100

OCTOBER 1991

- Fire arrow
- Sword attack
- Look ahead
- Run
- Speak
- Give
- Take/rob
- Direction of travel arrows
- Gold in purse
- Habit for hiding?
- The empty spaces here fill with special weapons as you earn them. We won't tell you what they are as finding them is all part of the fun and games.
- Crystal for seeing?
- View statistics



To regain his ancestral seat and title, Robin must devote time building up relationships with the other characters. Fortunately this does have its compensations. Unfortunately this is the 15th Century and the nearest jar of Gold Blend is 400 years away...



A map of the whole playing area with the current positions of all the other characters marked on it. When Robin starts his quest this view is not available to him. But with luck and judgement things may become crystal clear...

you, he will give you a monk's habit which is an excellent way of wandering around the town without attracting undue attentions from the guards. I'm not going to tell you what they all are as half the fun is the acquisition of new objects, but if you look for unusual happenings and talk to everyone, you should do well.

Hollyweird Hijinks

Robin Hood is fun – an enjoyable legend-assisted romp through the Greenwood with as motley a cast of supporting players as you would find in many a Hollywood matinee

Unlike most adventure games, you don't actually control Robin. Or rather you do, but he's apt to have ideas of his own.



Not much chance of probation for Robin – the Sheriff has his own ideas about what contributes a suspended sentence...

can be a pain in the butt when you've carefully positioned him to intercept somebody and he wanders off in the wrong direction. In addition to suggesting a direction for Robin to walk, there are a number of other actions you can ask our hero to perform.

But not the Deputy

Shooting his bow, drawing his sword and attacking another character, robbing, giving and speaking are all part of Robin's repertoire. You suggest Robin to do these things, because in many ways our hero has a life of his own. You can ask him to talk to somebody, but you

cannot control what he says, ask him to fight, but not influence the outcome once Robin has thrown himself into the fray.

Along the way, it is possible for Robin to acquire new objects and skills by doing certain things at the right time. All are useful and some almost indispensable in the fight against the Sheriff and his men. Some are easy to acquire, others involve an incredibly cryptic series of actions. For example if you manage to persuade a certain portly friar into joining



One of the game's great strengths is the feeling it gives of real people living their lives regardless of Robin's actions. Take time out to watch a funeral and you are treated to the whole service, complete with a preacher that keeps forgetting his words.



As the seasons change so does the look of the Greenwood. Blossom appears in Spring and in Winter there's, er, lots of snow.

engine'. Now that the system has been developed and there's more time to be spent on the plot line we should look forward to seeing a range of games with real depth and gameplay that are as successful and popular as Incentive's Freescape system.

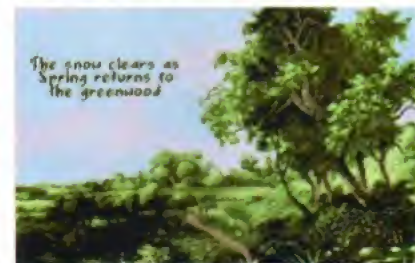
Paul Lyons

Setting the scene in style

Robin Hood uses a variety of graphic interludes to set the scene and illustrate the plot. Some of them herald good news, others not so good, but all are strong on atmosphere.



Robin is forced to hang around for a while.



"For spring bade the sparrows pair..."



"Winter is icumen in..."



Not your common-or-garden Parish Priest.

Robin Hood Millennium ■ £25.99

- Interesting and highly playable new perspective on the adventure genre.
- Exploring the atmospheric world is just as much fun as playing to win.
- Excellent Early Music soundtrack.
- Characters are a bit small and tend to get lost in the landscape.
- Plot line could do with a little more complexity and toughness.

Verdict 80%



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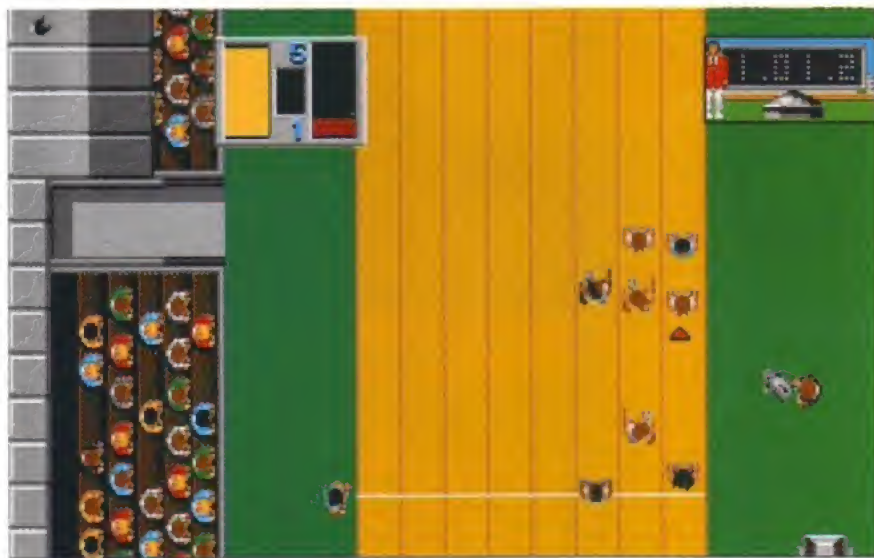
This is the bit where Uncle Spoutro gets together all those games we never had room for in the other bit, because they came in too late, weren't good enough to merit a page or...

Spoutro

International Championship Athletics

Verdict 58%

Hawk £25.99



16 events are yours to try in the classic "Summer Games" style. A mixture of waggling and touch play, you have the chance to compete against a world class field in 100m, 200m, 400m, 110m Hurdles, 400m Hurdles, 800m, 1500m, 5000m, Steeplechase, High Jump, Long Jump, Triple Jump, Pole Vault, Discuss, Javelin and Shot. You cycle through the events, competing in each, racking up medals for your country as you go. In between events a mutant announcer and strangely similar crowd cheer your success or failure.

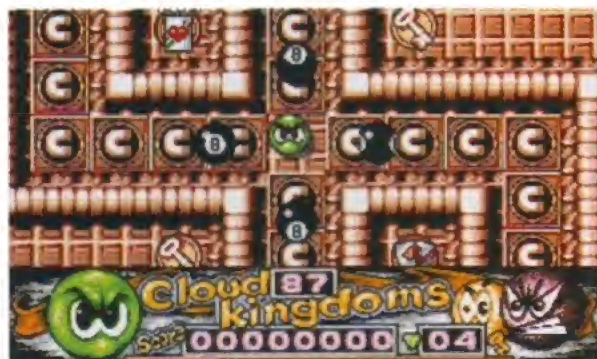
Good waggling games are fun when played in a group, but average ones played alone are dull. *International Athletics* falls into the distinctly dull camp, with average pics and some strange controls. The long-distance races are particularly confusing and henceforth hard to win.

Cloud Kingdoms

Verdict 56%

GBH £7.99

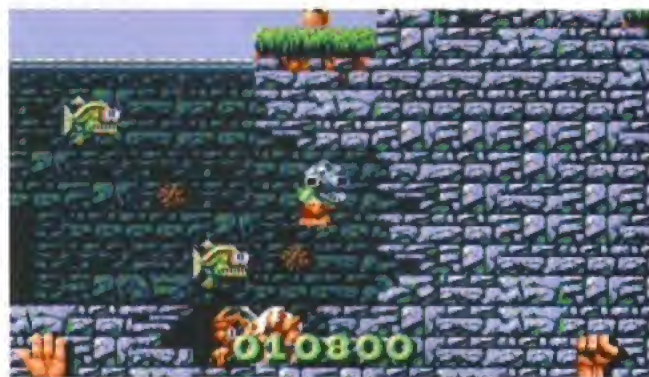
A mad-eyed ball has to try and negotiate a series of mazes that hang in space. The search is for jewels and keys, plus an assortment of bonuses and bad guys. This is a solid looking game but *Cloud Kingdoms* proves to be annoying with a strangely remote joystick response, which makes a tough design harder to play than it really should be.



Magical History Score

This Month's Scores

Cruise for a Corpse	US Gold	90%
Magic Pockets	Renegade	85%



Robin Hood	Millennium	80%
The Big Deal	Accolade	69%
Grandstand	Domark	69%
Kid Gloves	GBH	61%
Sorcerer	Infocom	60%
Test Drive II	Accolade	58%
Cloud Kingdoms	GBH	56%
Deadline	Infocom	42%
Cricket	Soundware	30%
Nebulus 2	21st Century	63%
Blade Warrior	Image Works	74%
Robin Smith's Cricket	D&H	35%
Rise of the Dragon	Sierra On Line	86%
Gauntlet 3	US Gold	63%
Executioner	Hawk	40%
Rodland	Storm	88%
Sarakon	Virgin	60%
Medieval Warriors	Soundware	53%

Last Month's Scores

Mega-lo-Mania	Image Works	91%
Jimmy White's Snooker	Virgin	91%



The Simpsons

Ocean

81%



Thunderhawk	Core Design	90%
Llamatron	Llamasoft	89%
Hero Quest Data Disk	Gremlin	85%
Stack Up	Zeppelin	80%
Battle Chess 2	Electronic Arts	76%
Atomino	Psygnosis	72%
Frenetic	Core Design	67%
Navy Seals	Ocean	65%
Sliders	Palace	60%
Cardinal of the Kremlin	Accolade	59%
Swap	Palace	59%
Billards II Simulator	Infogrames	58%
Arcade Trivia Quiz	Zeppelin	57%
Striker Manager	D&H	53%
Aramlyte	Thalamus	51%
Challenge Golf	On Line	45%

Two Years Ago

Laser Squad	Blade	93%
Powerdrift	Activision	92%
Batman the Movie	Ocean	90%
Pro Tennis Tour	UBI Soft	87%
Tintin on the Moon	Infogrames	83%
Quest for the Time Bird	Infogrames	82%
APB	Domark	81%
Bloodwhyhch	Image Works	79%
Xenophobe	Micro Style	76%
Hillsfar	US Gold	72%
Quartz	Firebird	68%
Dragon Spirit	Domark	67%
Lancaster	Actual Screenshots	61%
Legend of Djel	Coktel Vision	59%
Legend	CRL	52%
Mr Heli	Firebird	52%
Slayer	Hewson	43%
Altered Beast	Activision	33%
Predator	Activision	22%
Games Summer Edition	Epyx	61%



Kid Gloves

GBH £7.99

A platform game with quite a surprising reputation under its belt and it's a screen-by-screen scroller. Try to solve all the puzzles on one screen before transferring onto the next. Neat puzzles and light joystick control should make it jolly, but the graphics unfortunately let the side down. Flat and uninspired it just doesn't look appealing. Although it plays well it lacks that real hook: *Kid Gloves* is big enough to last but may not have the entertainment legs for the course.



Cricket

Soundware £25.99

Not so much world class cricket, more a minor counties second team training match. Just select the angle and power of your shot/bowl and sit back. The jittery animation is laughable and blank screens are used with alarming frequency. Soundwise the game's backed by what sounds like Darth Vader working at a sonar screen. Even the Richie Benaude samples can't save it. Jason Hales, you were right!



Test Drive 2 - The Collection

Accolade £29.99

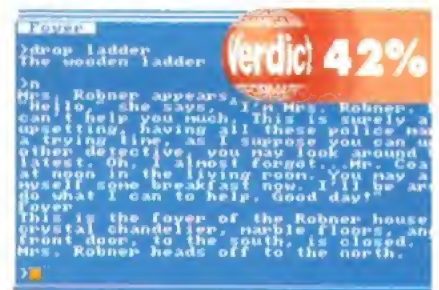
This should be hot rodders dream uniting four supplementary disks and the original program. You are offered the chance to drive sportscars, supercars and muscle cars over the original course with California and Europe thrown in for good measure. All are presented slickly, with good graphics and good engine sounds. Yet the feel of speed just isn't there, 200mph feels more like a conservative 40!



The Big Deal

Accolade £29.99

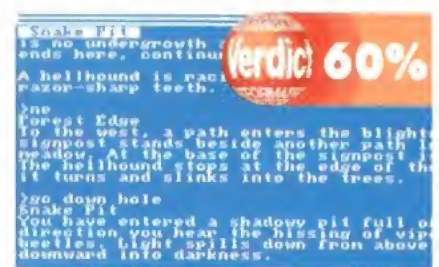
This compilation brings together *Chessmaster 2000*, *Cribbage King* - *Gin King* and *Trump Castle*. The chess is played well and offers a wide variety of options, but insists on using the "say" driver for speech. *The Kings* bring the subtlety of cards to the fore in two classic game-forms, but are presented with no life. *Trump Castle* is a casino simulator which suffers the logical limitation that you can't actually win anything. All appear staid but play their respective games well.



Deadline

Infocom/Mastertronic £9.99

From the vaults of Virgin comes one the early Infocom outings, telling the tale of a detective who must solve a murder case in twelve hours. This *Deadline* anchors the game, as you wander around one of Infocom's less exciting worlds. The ordinary nature of the surroundings, if not the case, don't fire the imagination - a vital factor in any text based adventure. Feels tired and obviously looks terrible.



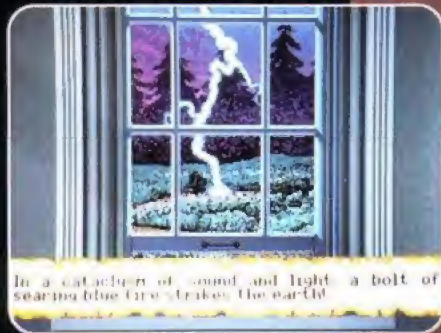
Sorcerer

Infocom/Mastertronic £9.99

Part two of the Enchanter series, this game uses the Zorkian magical myths and is well suited to the rather bland text-only world. The images that are offered are drawn from the dark corners, dank dungeons and deadly world of magic. Your mission is to uncover the sordid trail of the murderers of your guild, using only your imagination. The *Sorcerer* is really rather well set up, it manages to give you real fright right at the start of the adventure.

Ultima VI

The False Prophet



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MINDSCAPE

THE AMIGA FULL PRICE CHART

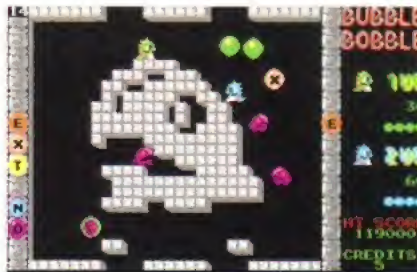
1(2)	▲ Manchester United Europe Krisalis	£25.99	80%
2(5)	▲ PGA Tour Golf Electronic Arts	£25.99	FG90%
3(3)	■ Monkey Island US Gold	£29.99	FG92%
4(1)	▼ F-15 Strike Eagle II MicroProse	£29.99	FG90%
5(4)	▼ Eye of the Beholder US Gold	£30.99	FG92%
6(-)	New Rainbow Collection Ocean	£29.99	Compilation
7(6)	▼ Lemmings Pysgnosis	£25.55	FG92%
8(13)	▲ Armour-Geddon Pysgnosis	£25.99	85%
9(11)	▲ Toki Ocean	£24.99	78%
10(10)	■ Gods Renegade	£25.53	FG90%
11(14)	▲ Life and Death Mindscape	£25.53	70%
12(7)	▼ Hero Quest Gremlin	£25.99	85%
13(9)	▼ Switchblade 2 Gremlin	£25.99	70%
14(8)	▼ Kick Off - Winning Tactics Anco	£12.99	See Below
15(16)	▲ Chuck Rock Core Design	£25.54	80%
16(12)	▼ Railroad Tycoon MicroProse	£34.99	FG92%
17(-)	New European Superleague CDS	£24.99	74%
18(20)	▲ Supercars 2 Gremlin	£19.99	80%
19(-)	New Final Whistle Anco	£12.99	See Below
20(-)	New Zak McKraken US Gold	£24.95	See Below
21(-)	New Power Up Ocean	£29.99	Compilation
22(15)	▼ Speedball 2 Image Works	£24.99	FG94%
23(-)	New Battle Chess 2 Electronic Arts	£24.99	76%
24(-)	New Secret of the Silver Blades US Gold	£29.99	See Below
25(28)	▲ Spirit of Excalibur Virgin	£29.99	62%
26(-)	New Centurion Electronic Arts	£25.99	79%
27(24)	▼ 3D Construction Kit Domark	£49.99	91%
28(25)	▼ Sim City/Populous Infogrames	£29.99	Compilation
29(-)	New Predator 2 Image Works	£25.99	81%
30(17)	▼ Cricket Soundware International	£25.99	30%

Chart compiled by Gallup Ltd © 1991 European Software Publishers Association.



New Superleague!

With the footie season up and running it's interesting to note that *Manchester United Europe* has stormed straight into the top spot. An obviously well chosen licence that is backed-up by strong soccer/management sim. It seems that now that soccer is back, peeps prefer real teams to play because the mighty *Kick Off 2* has slipped out of the survey.



Rainbow Bobble Story

Is this simply the best compilation ever? *Rainbow Islands*, *New Zealand Story* and *Bubble Bobble* team up for a massively playable three-set arcade masterpiece. It's obvious that there have been hordes waiting for the arrival of package. They may be old, there may only be three in the pack, but they are some of the best arcade conversions ever made. Well played Bub, Bob and that Kiwi-type thing.

Sequel Equals

Eight Sequels! Yes, there's no less than eight second-time arounders doing the rounds in the chart this month. *Manchester United Europe*, *Predator 2*, *F-15 2*, *Switchblade 2*, *Kick Off - Winning Tactics*, *Final Whistle*, *Supercars 2* and *Battlechess 2* all have managed to make the Top 30 grade. Why is this? Have we all become Hollywood movie moguls or something? Or maybe it is just because they all take good original games that little bit further.



BUDGET CHART

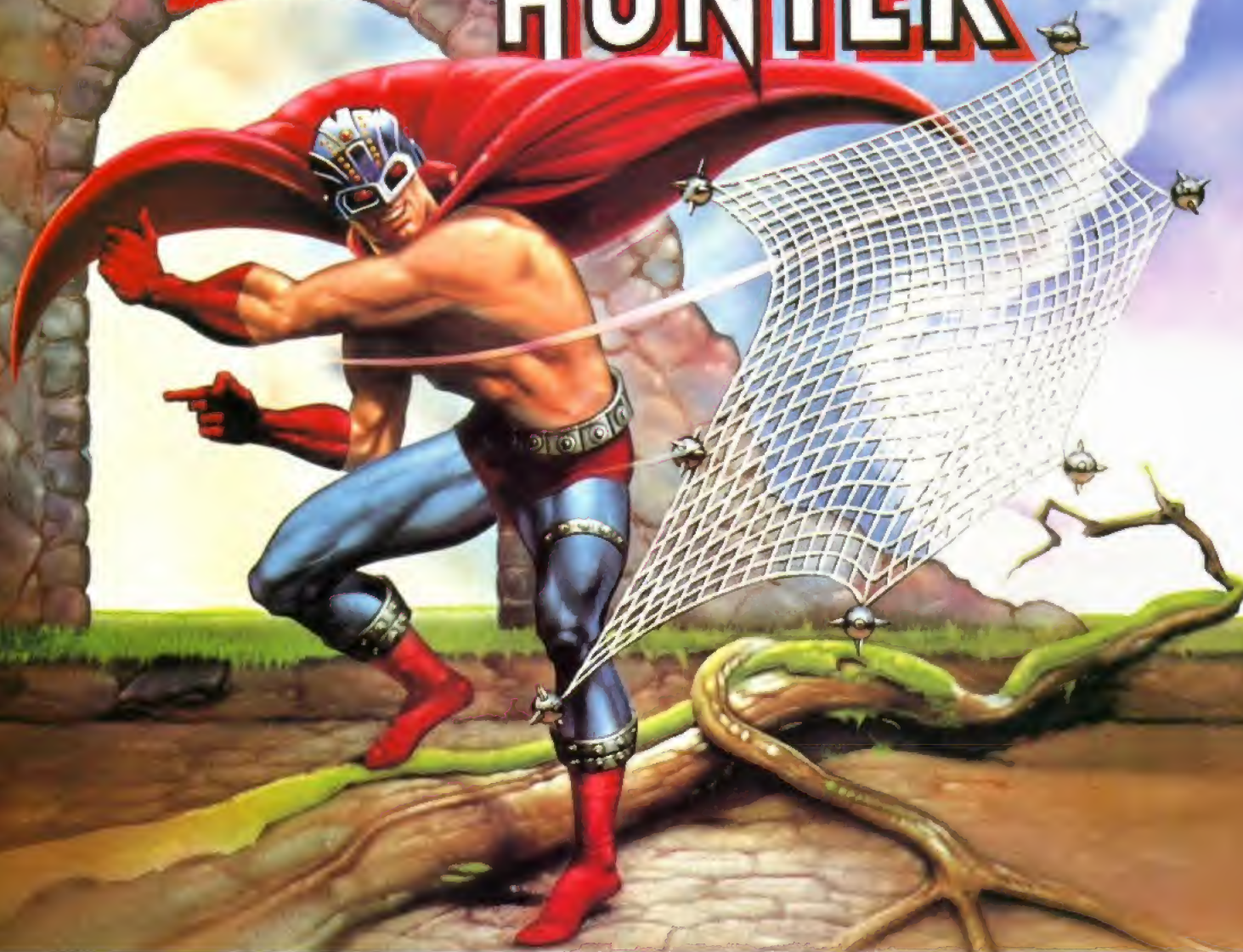
1(1)	Full Contact Team 17	£9.99
2(-)	TV Sports Football Mirror Image	£9.99
3(5)	Fantasy World Dizzy Code Masters	£6.99
4(-)	Pro Boxing Code Masters	£7.99
5(3)	Lombard RAC Rally Hit Squad	£7.99
6(3)	Xenon 2 Mirror Image	£9.99
7(4)	North and South Action 16	£7.99
8(10)	Little Puff Code Masters	£7.99
9(-)	Ninja Rabbits Micro Value	£6.99
10(6)	Defender of the Crown Mirror Image	£9.99



BELOW

It's apology time again! Where we explain why certain games in the chart haven't actually got any scores. Well *Zak McKraken*, he was before our time. As for the *Kick Off Supplement* disks, well we just never covered them. (Ooops!) but they are for *Kick Off* so what more information's needed?

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SAMPLERS & SEQUENCERS EXPLAINED

SAMPLE

A sound that has been loaded into a computer, and is represented by numbers (digital) rather than noises (analogue).

SAMPLER

Usually a small cartridge that allows you to take sounds from a microphone (with amplification), tape, CD etc and record (digitize) them into your computers memory. Once in the memory a sample (sound) can be changed using the sampling software.

SAMPLING SOFTWARE

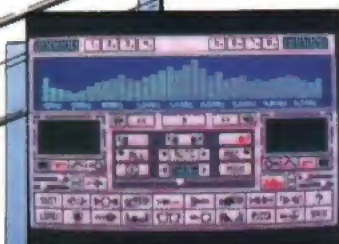
Allows you to alter sounds that have been digitized by the SAMPLER. Normal functions with sampling software include loading and saving a sample to disk, altering the sample by cutting, speeding up/down, fading in/out, joining to other samples and much much more.

SEQUENCER

A sequencer allows you to take samples and play them back in an order (sequence) that you determine. For example, if you sampled a piano note, a sequencer would allow you to play that note back at different pitches and in a sequence you decide. Your one note loaded into a sequencer can become a complete piece of piano music.

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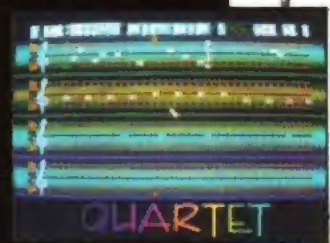
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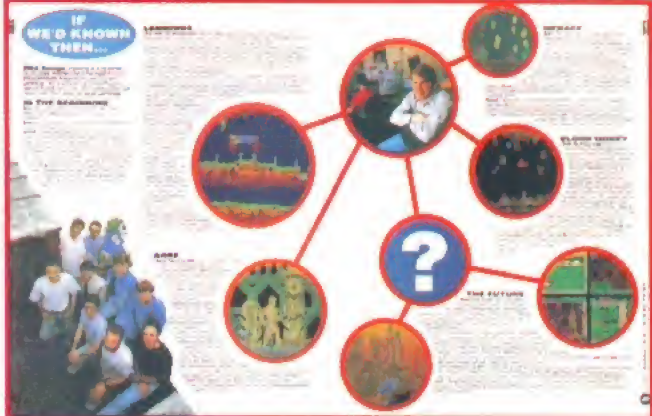
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 - The Wong sisters.
 - Arthur Blenkinsop.
- Who made the first television?
 - Manfred Mittwochs.
 - John Logie Baird.
 - Yogie bear.
- The tiebreaker, this one. Name a group or band (or 'combo', I suppose -Ed) that has an aeroplane in the name...

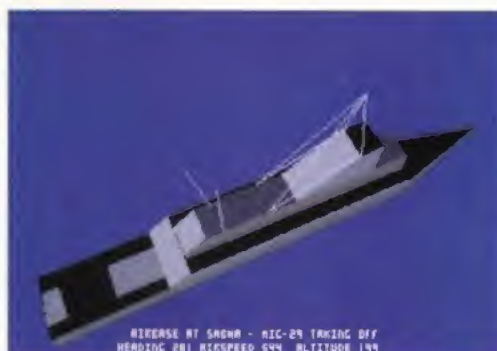
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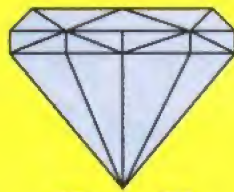
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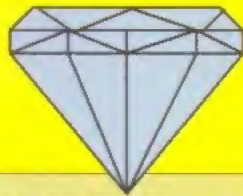
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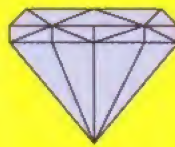
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Winners Box

Another doubling up for the first prize this month. Ross Franklin from Surrey and Matthew Sumner from Wiltshire snap up the two £50 Gamebusters vouchers for their combined hints and maps for *Indiana Jones*. Well done chaps! Your prizes will be on their way soon.

Unfortunately, there was only one answer letter in *Helping Hand* this month, so there's a £25 voucher off to Paul Netherton. This month's *Helping Hand*, though, should give you all plenty to work with, so get those answers in!

If you've got any maps, solutions, hints or cheats, then why not try and win yourself a prize! Send them in to:

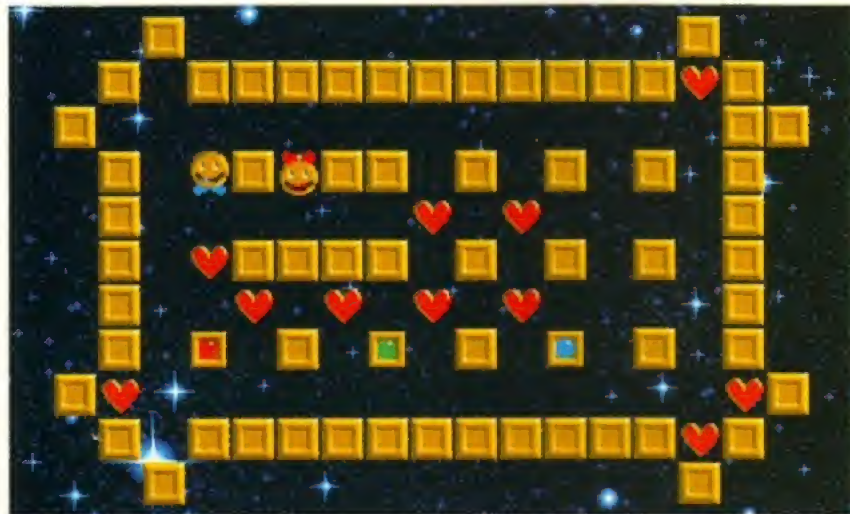
GAMEBUSTERS
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Game Busters

Ah well. The summer's almost over and the winter evenings are drawing in. Soon you'll be huddled up next to your machine playing the latest games to help keep out the autumn chill. But if you're still stuck on your last game, you'll be needing some help to battle through them. Aha! **Maff Evans** and his Tipsters! The very chap to sort out all of your gaming problems...

THE POWER

After giving you a playable demo of this addictive puzzler – and a pretty favourable review to boot – it seems about time we gave you a set of codes to help you through!



Level	Code	17	PIXCEL	34	OQZAYB
		18	EUROPE	35	ELTRIC
2	LEVEL2	19	NEWTON	36	187293
3	VISUAL	20	FREEZE	37	QROVY
4	COWBOY	21	LAUNCH	38	DOUBLE
5	URGENT	22	M7MS49	39	ROLLER
6	OOPSUP	23	GALVAN	40	CLOSET
7	TOPTEN	24	KLOWM	41	SLOWLY
8	D14DH7	25	INDIGO	42	BISNEZ
9	ASDFGH	26	JINGLE	43	124816
10	SOLONG	27	JOGGER	44	TARGET
11	SURFIN	28	INSIDE	45	ANZING
12	RACKET	29	5P25PS	46	VOHDOH
13	BULLIT	30	KNIGHT	47	Z97531
14	QRAZZY	31	HINOON	48	WOODIS
15	36F6FR	32	NOBODY	49	Y2X3W5
16	UNLINK	33	GOODIE	50	XUQZOX

There are more levels to complete after stage 50, but you aren't given any codes to allow you to jump any further.

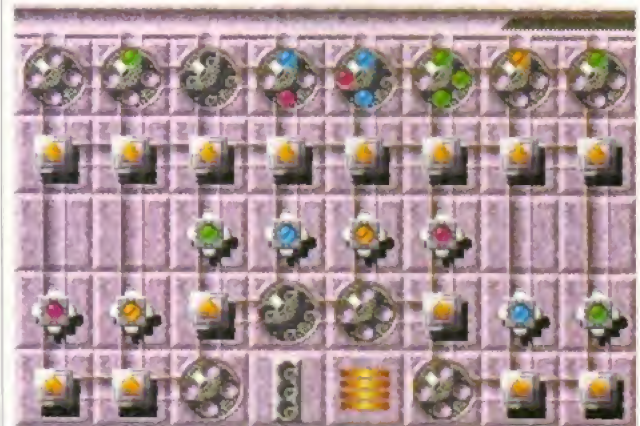
Simon Westwood,
Newark, Nottinghamshire

LOGICAL

Is this game too mind-taxing for you? Can't work out how that gate is supposed to help you solve the screen? Maybe the levels are just getting too dull! Never mind, you can always design yourself some new ones. How? Simple. Just read on...

To get to the screen designer you need a code. What is it? Well just enter THE FINAL CUT (including spaces) and you will be able to put together your own puzzles.

Adam Chapman,
Coulby Newham, Middlesbrough



LED STORM

Anyone remember the cheat for *Strider*? If you do, then you'll already have the cheat for this budget re-release. What's that? You don't remember the cheat? I suppose I'll have to tell you what it is.

Start the game as normal and pause it by pressing F10 once the intro sequence is over. Now press and hold down Help, Left Shift and I on the keyboard. Press F9 to continue the game and you will be able to use F1 to F5 to skip levels. Pressing the number keys 1 to 5 to jump to various stages within a level.



Anthony Hodge
Houghton-le-Spring
Tyne and Wear

Indiana Jones

£50 and the Last Crusade

THE UNIVERSITY

To begin with, go into the University and talk to Marcus Brody. It's worth having a go in the boxing ring because Indy will have to do a fair amount of fighting once he gets to Castle Brunwald. Go into the classroom on the right, where there are a lot of students demanding to see you. Talk to the students and you will end up in your office.

Go to the desk and remove the letters, junk mail and papers until there is only a package left. Open the package to reveal the Grail Diary, then leave through the right-hand window. After going with the men in the car, go to Henry's House.

AT HENRY'S HOUSE

Remove the plant on the left and the table cloth to reveal a locked chest. Go into the bedroom and pick up the crooked picture from the wall. This is used later on in Castle Brunwald.

Pull the bookcase until it falls on the floor and use the look option until you find a piece of sticky tape stuck to the back. Pick the tape up, then climb out of the window and go back to your office. Use the sticky tape with the jar of solvent until you find a small key. Go back to Henry's House and use the key to open the chest, where you will find an old book. Once you've got the book it's time to travel to Venice.

IN VENICE

Go out of the library and up to the Piazza. Go up to the blonde couple on the left, look at the wine bottle and pick it up. If you look at the bottle first, the man won't mind you taking it. Go back to the fountain and fill the bottle with water. Then its back to the library to look for three books. This is where to get them:

Book 1 - "How to Fly a Biplane"

From the library entrance, go down to the lower left stacks. The book is on the second shelf up at the left-hand end of the stack.

Book 2 - "Mein Kampf"

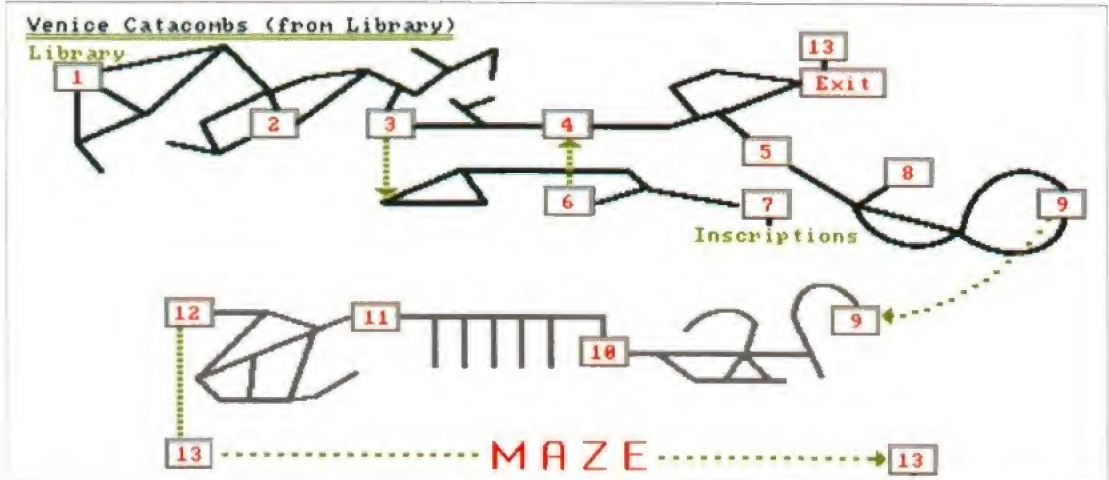
Go to the left and carry on to the lower left stacks. "Mein Kampf" is the only book in the entire stack which is leaning.

Book 3 - "Secrets of the Roman Catacombs"

Go left once more and down to the lower stacks. The book you want is among those in the right-most section. Look on the second shelf up at the right-hand end of the shelf.

Now go to the right until you reach a room with a cordon barrier in front of the stained-glass window and pick up the red cordon and the metal post. Now you need to get into the catacombs, so this is how it's done:

Open the Grail Diary and make a note of what the window looks like (it might be worth making a sketch so that you can recognise it).



Also note down the inscriptions on the pillars to each side of the window. Open the Diary again to read the words written under the window. Left refers to which of the two inscriptions is relevant and first, second or third refers to which number slab you need. Use the metal post to break open the correct slab and you will be able to enter the catacombs. Refer to the map and each room that is labelled as you come to it.

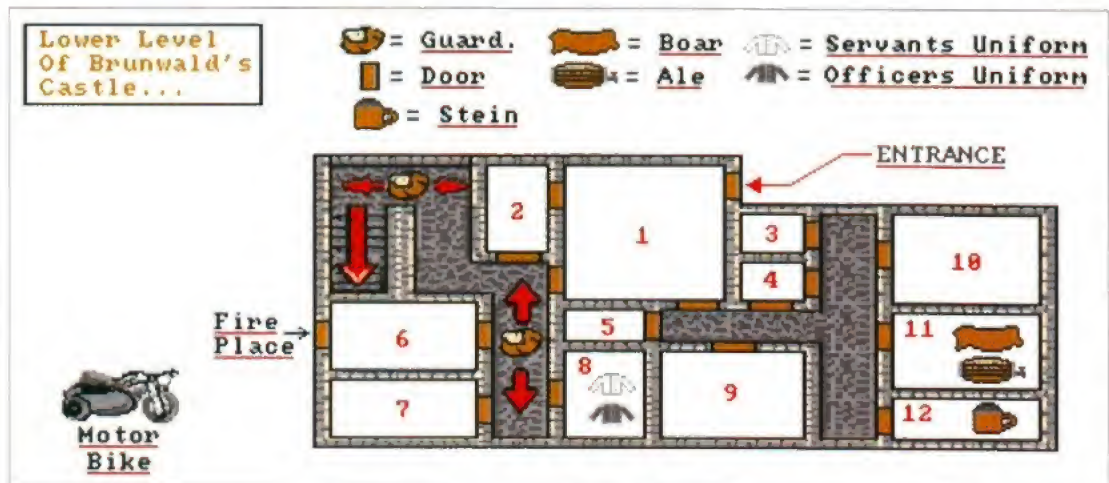
IN THE CATACOMBS

From the entrance go to room number two and pick up the skeleton's arm to get a hook. Now go to room three and use the wine bottle with the torch to loosen the mud. Pull the torch and a trap-door will open, making you fall through the floor. Go to room seven and cross the bridge to enter the next room. Read the inscriptions and note down any useful information. Go back to room seven and stand to the left of the bridge, use the hook with the wooden plug, then use Indy's whip with the wooden plug. This will drain the water from room five above.

Next, go to room six and climb the stairs to get back to the first level. Go to room five (which now has the drained lake) and go through the tunnel to room eight. Use the red cordon with the machine and turn it on once by using the wheel. Leave the room and go to room nine, where the wooden door and the statues are. Look at the Grail Diary to get the correct statue sequence and push them in the correct order to open the door.

Go to room 10, where there should be a bridge (if you used the machine in room eight correctly). Cross the ravine and go through room 11 and into room 12. Here you need to play the skulls like a piano in a set sequence, so look at the Grail Diary to find the correct sequence. When you play the right tune, a door will open leading to a passage. Go through the passage to get to a maze. The maze is really trial and error, but you want to be heading to the right as much as possible until you reach the room at the righter-most end of the maze.

You should now be in room 13. Open the casket and look at it, noting down all the important information. When you've got all



This may seem like a pretty old game to print tips on, but there have been a lot of letters sent in pleading for help on this neat adventure game. So fret no longer, dear readers! Here is all you'll need to win through to the bitter end!



you need, leave by opening the rusty lock, then open the manhole to get back to the Piazza. Marcus and the blonde girl will be waiting and will take you to Castle Brunwald.

CASTLE BRUNWALD

Go in via the grating and into the castle. Tell the butler that you are Lord Robert McFalfa and that you are there to inspect the tapestries. Ask the butler whether the castle has tapestries and then punch him.

Go right, onto the next screen, and go down into the storage room (room 8). Get the servant's uniform and go back out of the room. Tell the guard outside that you are there to talk with the prisoner and that you are Dietrich's successor. Say that he is looking for information, then go north.

Tell the German at the steps you are selling jackets and that you have already obtained authorisation. Sell him the jacket for 15 marks, then go up the steps and find the room with a chest. Open the chest and pick up the 50 marks found inside. Put on the servant's uniform and after conversing with the first guard on the second floor, give him the painting.

Go east and into the room with a smaller chest (room 18). Look in the chest, pick up the uniform and look at it. Carry on along the hall until you meet another Nazi guard, who you must fight. If you're hurt there is a medical kit to the south which you can use.

Put your normal clothes back on before you go down to the first floor, where you should make your way back to the front hall. Find the room with the drunken soldier (room

12) and accept the stein from him, then go to the kitchen (room 11) which is nearby. Fill the stein from the keg and walk to the roasting boar. Tip the ale onto the hot coals and take the boar once the vapour clears. Refill the stein and go back to the storage room.

Use the key found in the uniform from the chest to open the clothes lock. Pick up the grey uniform and go up to the third floor. Put on the grey uniform and insult the guard until he lets you through. Walk into Vogel's room (room 33) and give the roast boar to the ravenous dog. Open the drawer and get the pass and the trophy. Go to the kitchen and fill the trophy with what's left in the keg.

Go down to the second floor and find the alarm room (room 29). Go inside and give the "Mein Kampf" book to the guard. Walk over to the security system and use the stein on the grating, then leave the room. Go to the art room and push the painting-by-numbers Mona Lisa. Open the safe and look closely at the picture - you'll need to remember it later on.

Go back to the third floor, give Riff the Nazi the trophy, then punch him. Find the room with the blue couch and take the key hanging on the candle holder. Next, you'll need to find the room with wires on top of it. Go to the cabinet and take the 75 marks in there. If you can't find the money, look in the adjacent rooms. When you leave the room, Vogel will capture you, so give him the Grail Diary. It's a good idea to save the game here!

Push or pull the chair you are on until you are under the axe. Get the positioning right or it's curtains! Push the suit of armour and if you're in the right place the axe should free you. If you're not, then reload your position. Get up from the chair and push the left statue on the fireplace. Walk through the fireplace and get on the motorcycle and sidecar.

When in Berlin, give Hitler your unsigned pass and get a ticket for the Zeppelin. Get Henry to chat to the man at the airport while Indy steals his ticket. Board the biplane and read the instruction book to find out how to fly it. When you get shot down and land on the farm, use the civilian car to get away (the Nazi one hasn't any fuel). Give the border guards your Hitler-signed pass and save the game!

THE GRAIL TRIALS

Once you reach the Grail Temple, go inside.

First Challenge

Look in the Grail Diary (the one supplied with the game) and find the picture with an X on it. Click on the same place on the screen.

Second Challenge

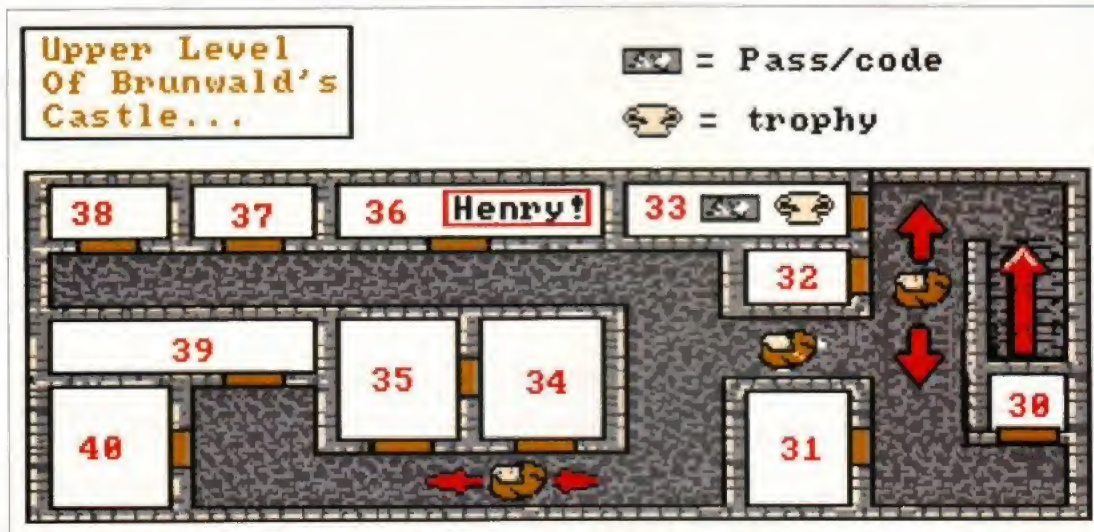
Look at the top of the screen and walk on the letters that spell God.

Third Challenge

Click on the required point on the other side of the chasm.

The Knight and the Grail

Use the clues found earlier on to detect the real Grail, pick it up and fill with Holy Water and use it to save Henry before returning it to the Knight. You will now have won the quest!



Helping Hand

Maff Evans kicks off yet another forum for all those frustrated games players having difficulty with their favourite Amiga past times.

To cheat, or not to cheat?

Neil Millard from Salisbury in Wiltshire and Jim Wingham from Saltburn by the Sea in Cleveland are two of the latest people to get in touch about the *Elite* cheat. Unfortunately, this is a pretty tricky problem. The original Amiga version of *Elite*, which was released about three years ago, did indeed feature a cheat to allow you to enter a hacking screen. However, now the game has been repackaged and updated to work on new machines and the SARA cheat is no longer present. The cheat will only work if you have one of the old batch of copies, so if you've got the new version of the game, then I'm afraid you're a bit stuck. Sorry!

Pot luck

I'm having problems with the playing map that you printed on *The Secret of Monkey Island*. My main difficulty is picking up the pot in the kitchen to use for a helmet in the circus. Every time I try, the pot burns my hand. When I try to turn the stew off it says, "I'd better not do that".

I think that most readers have probably had this problem, so could you please rectify this and help send me the true way.

Anthony Stephens,
Berry Hill, Gloucestershire

To tell the truth, I don't actually think that most readers have had this problem, - not according to the phone calls I've had. The problem you've got is that you haven't looked around the kitchen properly! The stew-pot has nothing to do with the solution at all, so leave it alone. The pot you need is the one with a head cheese in it, which can be found under the table against the back wall. You'll have to be more observant in future!



Ignore the pot of stew bubbling on the stove! You need the one under the table, as shown above.

There are a couple of problems that people have found however, which can be corrected right now! When you want to fight the Swordmaster on Melee Island, you don't really have to search through the forest. You can go to the shop and tell the

shopkeeper that you want to see the Swordmaster. When he leaves the shop, quickly follow him and he will show you the way.

Another problem readers have come across was in printing the recipe for the magic stew. Instead of using the piece of paper with the pot, use the cereal and the ink with the pot instead. Sorry! The message got a bit mixed up in the transcription!



Staff shortage

I have bought *Seven Gates of Jambala*. Please could somebody help me on the staff, where you can put the several pieces of the magic wand together.

Mark Hopkins,
Wigan, Lancashire

Ooh, this is a pretty old game. In fact it's so old that no-one around here can remember how to play it properly! If you've got the solution to this problem, then send it in to Helping Hand and earn yourself some money!

Fire in the hold

Please could you show me a cheat for *Persian Gulf Inferno*, because I always seem to run out of ammunition and hits.

Ian Donaldson,
Brightlingsea, Essex

Hmm. Not a game that we've ever seen in the Amiga Format office, because it was a bit before our time. Does anyone else remember the game? Maybe you've played it enough to put together some tips. If you reckon you've got something useful then send it in to Helping Hand at the usual address. The prize money is here and waiting...

£25

Zombie holocaust

Well you asked for it and so now you're going to get it! What I hear you ask - the *Nightbreed Interactive Movie* cheat of

course! Press P to pause the game, then type RISEN FROM THE DEAD for infinite lives.

Paul Netherton,
Deal, Kent

At last! A reader reply for the issue! Now that we've published a hint for both versions of Nightbreed everyone should be happy. Phew! What a relief!

On the winning team

Recently I purchased *Team Yankee* and managed to complete scenario one, but I am firmly stuck on scenario two. I wonder if you can help or maybe one of your readers can?

L Ellis,
London E3



I'm afraid that we haven't any information on how to beat the Team Yankee scenarios at all. Hopefully someone reading this column will be able to help you out with some hints, though. Well, faithful viewers, how about it?

Well, the answers to last issue's questions weren't forthcoming, were they? Only one letter replying to a plea. Still, Paul wins a £25 Helping Hand voucher for his *Nightbreed* tip, so at least someone's happy.

Now then you lot, there's plenty of fuel for you Gamebusting-type people to get your teeth into, so I shall be expecting some letters in from you soon!

The sequel

Fans of Amiga games should keep an eye out! Due to the success of the last *Screenplay* book, our very own Maff Evans will soon be putting a new one together, containing a whole new set of mini-reviews, hints, tips, cheats maps and solutions. The book will not only cover the latest releases, there will also be a few old classics for you more experienced games players.

Barring hurricanes and alien invasions, *Screenplay 2* should be available towards the end of the year, so serious game freaks should have their cheque-books at the ready!

If you're stuck on a particular game or have a solution to a letter printed in the magazine then write it down and send it in to us at HELPING HAND, AMIGA FORMAT, 30 MONMOUTH STREET, BATH, AVON BA1 2BW.

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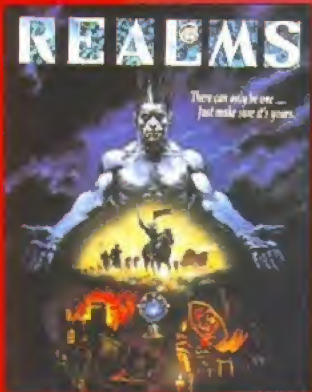
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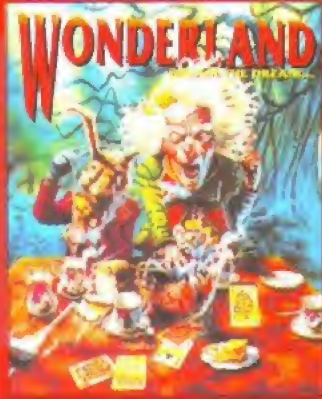
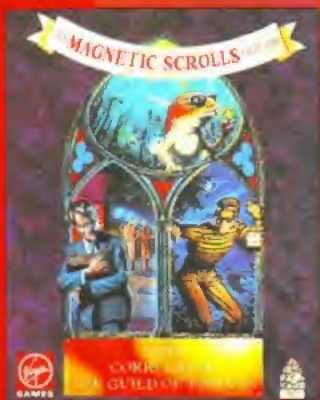
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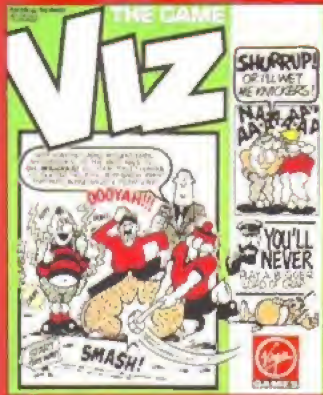
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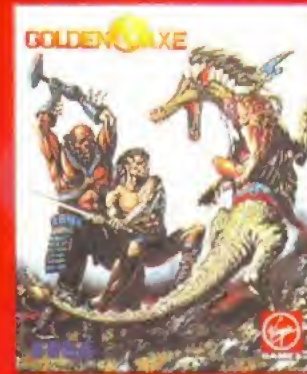
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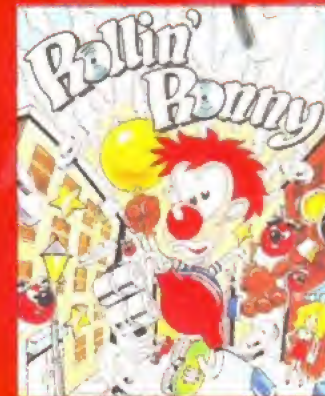
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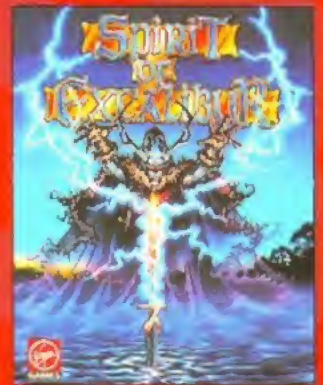
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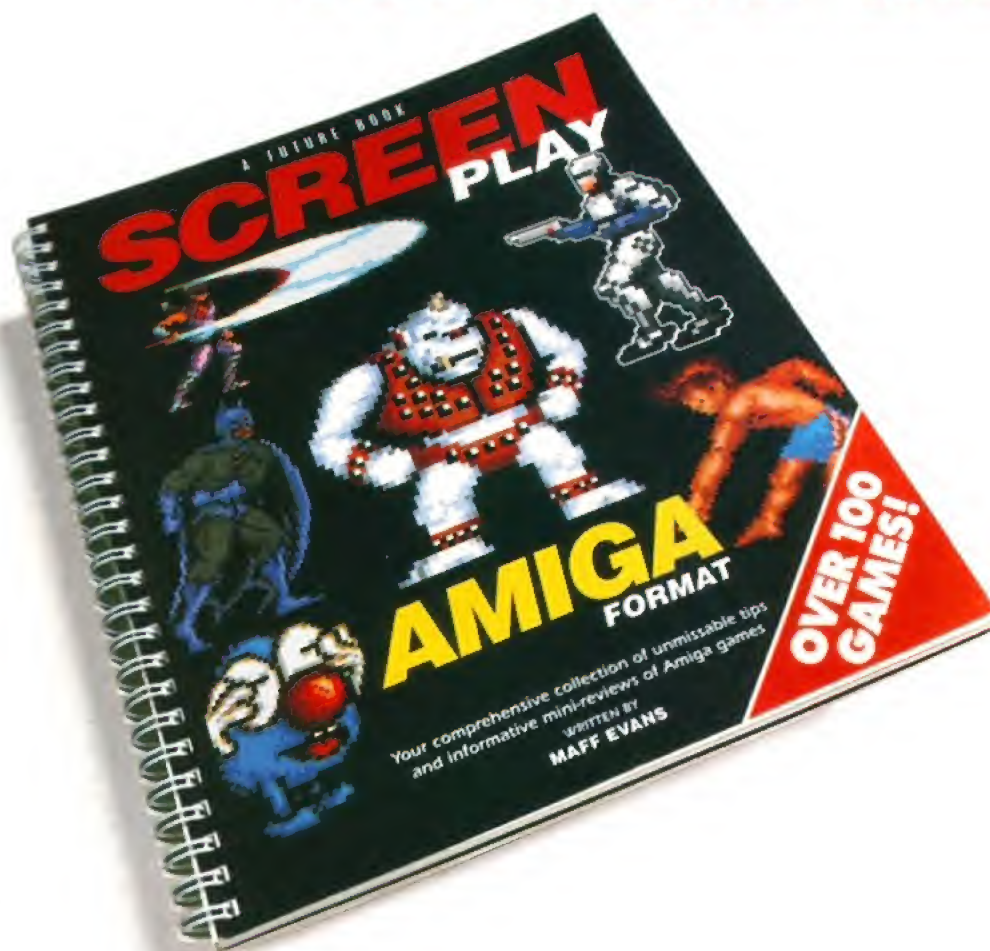
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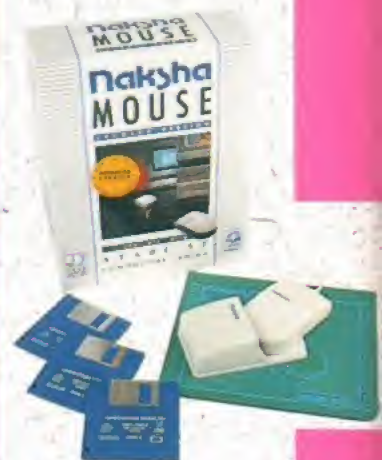
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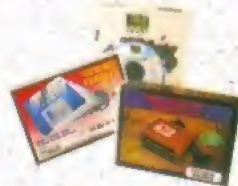
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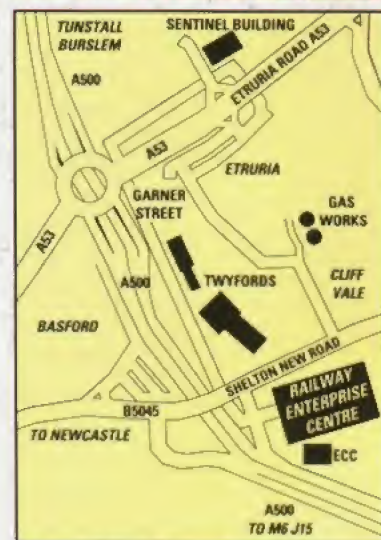


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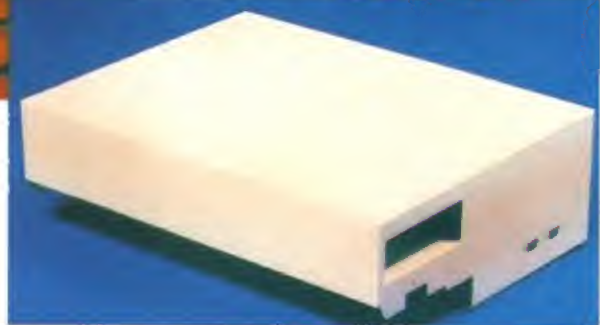


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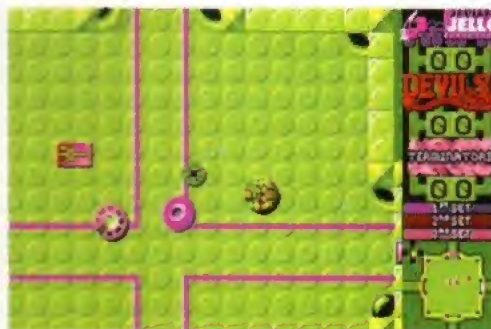
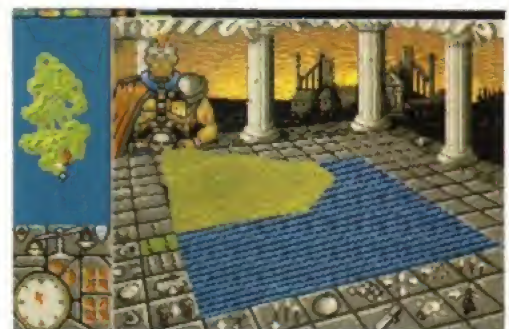
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THE LOW-DOWN

"Why," you might well be asking yourself, if you were a member of one of those perfect TV families who appear in all the advertisements, "Why would they want to give away a fabulous new Canon Ion, the digital electronic camera that captures still frame-grabs just as if they were photographs?" Well, there is one obvious reason: Electronic Arts' excellent updated paint and animation program - the only one, incidentally, that works not only in the 4,096-colour HAM mode but also in all the Amiga's other screen modes too - can use images grabbed by a Canon Ion and downloaded to an Amiga. Imagine the fun possibilities: touching up your holiday snaps in *Deluxe Paint IV* or getting out and about with complete freedom to capture images for your on-screen painting. What larks, eh?

Modestly, we reckon this is an amazing prize. After all, who'd spend £300 on one of these frivolous items for themselves? Anyway, three lucky first prize winners will have a heap of free fun with one of these gadgets, while another 10 will pick the game of their choice from EA's enormous catalogue. (I'd go for *PGA Tour Golf* if I were you - Ed).

THE QUESTIONS

- What is an ion?
 - Something you flatten clothes with.
 - Something you keep to watch things.
 - A charged atomic particle.
- What is a canon?
 - The bottom of a ring-pull.
 - A big gun.
 - A religious bod.
- Which of the following is 'Deluxe Paint' an anagram of?
 - Pixieland tuna
 - Unpixelated
 - Tuxedo pile

THE WAY TO WIN

All you have to do to get your chance at winning this fabulous piece of photographic technology is work out the answers to the three easy questions we just asked you and write them down on the back of a postcard (if you can't get a postcard a stuck-down envelope will be fine) along with your name, address and - don't forget this, it's important! - your telephone number. Then stick a stamp on it and whack it in the post to 'No, it's not Dulux paint!' Compo, *Amiga Format*, 29 Monmouth Street, Bath BA1 2DL. All entries must reach us by October 18, or they'll be ignored.

THE RULES

Employees of Future Publishing and Electronic Arts (including their agents) are not allowed to enter. Also excluded are people who haven't read this page, those who can't read at all and those who don't want to win any of the prizes. The judges' decision is final and no correspondence will be entered into, no matter how much you stamp your feet. No cash or other alternative to prizes will be offered - you'll just have to be grateful for what you receive.

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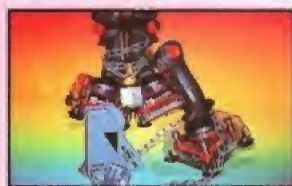
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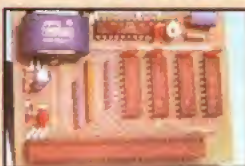


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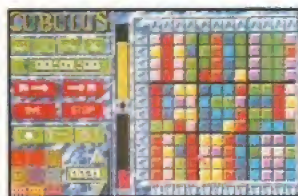


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Macintosh Emulator ■ £150 (£250 with ROMs)
Readysoft

BELIEVE IT OR NOT, your Amiga has a lot in common with Bobbie Davro. It may not quite be able to manage a convincing John Major impression, but it can do some pretty decent impressions of its own. And, unlike Bobbie Davro, the Amiga doesn't have to practice its impressions over and over again in the mirror. If you get an Emulator, your Amiga can instantly mimic such machines as the Mac, PC, ST, BBC and even the humble Sinclair Spectrum.

So what is an emulator? Put plain and simply, it's a program that allows your Amiga to run software designed for other computers by mimicking the operating system of the machine in question. While the emulator is running, the Amiga behaves almost exactly the same as the machine that is being emulated, thus allowing you to run software that is not available for the Amiga.

But why buy an emulator? Why not just buy the computer itself? Well, it's quite true that you could buy the machine you need and run software on that, but this has a number of



distinct disadvantages. For starters, emulators are usually considerably cheaper than buying the real thing, so they're financially a much better bet. But there are also other factors to consider. Can you afford the cost of an extra monitor? Have you got the desk space necessary to hold more than one computer? Have you got enough spare power sockets? Can you

afford the extra electricity? As you can see then, the real McCoy isn't always the best bet.

The Apple Macintosh may not be a computer that most of us are ever likely to use, but it's a big name within the publishing industry. Believe it or not, the magazine you are reading right now was produced almost entirely using Macintosh computers running the powerful desktop publishing package *Quark XPress*. So, if you need a machine for desktop publishing, the Mac is a real natural.

Thankfully, though, you don't need to pay the high prices that Apple Macs command. Instead, all you need is A-Max, a powerful hardware-based emulator that will inject a little of that Mac magic into your humble Amiga, letting you run all those lovely Mac desktop publishing programs with ease. Now, with the recent release of the new improved,

A-MAX 2 PLUS

Despite the fact that it should have been released over six months ago, there's still no sign whatsoever of ReadySoft's A-Max II Plus. This card-based Mac emulator connects internally inside an Amiga 2000 upwards, giving many of the advantages of the current A-Max II release.

Enhancements include the ability to directly read and write Macintosh format diskettes from within standard Amiga disk drives, full MIDI support, AppleTalk compatibility and full support for Mac serial ports. The latest we heard was that the American version would be finished at about the end of August, but you can be rest assured that we'll let you know as soon as the UK PAL version is released.

PC Emulators

KCS Power PC Board / £230 / Bitcon Devices 091 490 1919
ATonce / £200 / Silica Systems 081 309 1111
Bridgeboard (XT or AT) / Phone for price / Commodore 0628 770088

If you want an emulator which will allow you to run software designed for the IBM PC compatibles, then Amiga owners are absolutely spoilt for choice. For the A500, the two contenders for your cash are Vortex's ATonce and Bitcon's KCS Power PC Board.

The ATonce card is installed internally within the Amiga 500, so you may need an experienced electrician to fit it for you. Based around the speedy Intel 80286, ATonce is one of the fastest PC emulators around. Unfortunately, screen update leaves a lot to be desired and PC emulation can sometimes be rather shaky. A new version released soon should solve this.

If you're after a simple 'plug in and go' emulator, then look no further than Bitcon's excellent KCS Power PC card. The card connects to your Amiga 500 via the RAM expansion port and – as an added bonus – it also doubles up as a 512K RAM expansion, giving your Amiga a full Megabyte of RAM. The KCS card also runs at a very respectable rate, with screen refresh being the fastest of any PC emulator available. For Amiga 2000 owners, Commodore's own PC Bridgeboard emulators are a good bet. These days they can be picked up relatively cheaply,



making them an attractive proposition. Available in both AT and the slower XT form, the Bridgeboard emulators consist of a plug in card and a 5.25-inch disk drive, both of which connect internally on the Amiga 2000 and 1500 upwards.

Much like ATonce, the Bridgeboard's are fully multi-tasking, allowing you to run both PC and Mac applications simultaneously. If you can, go for the AT model because the XT model is very, very slow with a Norton SI rating of just 1.0.

ST Emulators

Medusa Card / £150 / Macro Systems 01049 6171 73048
Chameleon / £30 / George Thompson Services 077082 234
PD ST Emulator / £3 / Deeper Domain 081-204 3954

For a machine that is so closely related to the Amiga, it took a surprisingly long time for ST emulators to be released on the Amiga. One of the first was the Medusa Card from German developers Medusa. This £80 package consists of a program disk and a tiny I/O board that must be fitted inside your Amiga.

Like most emulators, the Medusa card requires you to obtain a copy of the ST's operating system (TOS) on disk as a binary file. Luckily Medusa do include a ripper program, so a quick trip around to your friendly ST owner is all that is needed. The emulator fully supports all three ST screen modes on a standard Amiga monitor and runs a fair percentage of software.

Another German ST emulator is *Chameleon*, a software-only package that bears more than a passing resemblance to the Medusa card. Once again *Chameleon* requires you to obtain TOS on disk, although that all-important ripper tool is not included, so things are made somewhat more difficult. *Chameleon* can do everything that the Medusa card does, but does it at a fraction of the cost.



A far better bet than either of these emulators is the PD ST Emulator which is available from a number of top PD suppliers. This emulator actually has a copy of TOS built into it, so it can be run almost instantly. It too fully supports all Atari screen modes, but the standard of emulation is not really as good as the other two.

non-biological A-Max II, there seems little point in shelling cash out for the real thing.

The A-Max II package consists of two disks and a rather ugly grey box that just plugs into the disk drive port of your Amiga. Before you can get it to strut its stuff, however, you must first install a set of 128K Macintosh ROMs inside the cartridge. These can be either bought separately or pre-installed from Entertainment International.

You can also continue to use your external drives while the A-Max cartridge is installed thanks to a pass-thru connector at the rear of the unit. There's also a rather obscure extra connector which won't be familiar to most Amiga owners. It is, in fact, a connector for a Mac disk drive, which will allow you to directly read and write Macintosh format disks under A-Max control.

Obtaining ROMs isn't the only problem. Before your hybrid Mac can boot up, you'll need to obtain the Mac operating system files on disk. And, surprise surprise, these aren't included, so you'll have to find a very friendly Mac owner who is willing to part with the necessary System and Finder files. They also need to be on a special A-Max format diskette, so you'll need access to the Mac yourself to be able to transfer the files.

Once you've finally got your Mac boot disk and ROMs, you're ready to enter the world of Macintosh. So just boot up the A-Max II software, set the screen resolution you want and click on 'Go Macintosh'. After a few seconds you will be prompted to insert your Mac boot disk. If everything is fine, the Mac desktop environment will appear.

From now on, your Amiga works in exactly the same way as a standard Mac Classic. If you've got a Mac disk drive, you can start running Mac software straight away.



This configuration screen allows you to alter A-Max II's configuration to suit your Amiga set up.

Quite a few packages work under A-Max, even more so under A-Max II. I managed to get programs like *Quark XPress*, *MacWrite*, *Adobe Illustrator*, *Microsoft Word*, *HyperCard* and even *Mac Tetris* working without any problems. They run at a very healthy speed too, which is unusual for an emulator.

If you have a hard disk, A-Max II now allows you to set up a Mac-compatible partition which can be used to store larger programs and data. Macs are terrible for disk-swapping, so it's well worth investing in a hard drive if you intend using A-Max II seriously. Another advantage is that A-Max II can boot from hard disk, so you don't need that boot disk anymore. Not every hard disk is supported, however. The current release supports a pretty comprehensive range of drives including the Commodore 2090A, 2091, A590, GVP and ICD drives, but it is probably well worth checking that your hard drive is supported before taking the plunge.

Version 2 of A-Max now supports Mac digitised sound. These range from the simple Mac

system beep to some quite complex samples. Most samples play OK, but longer samples often result in A-Max crashing so it's well worth restricting their use as much as you possibly can. Not only this but they fill up hard disk space and swallow up valuable RAM, so you're much better off without them.

Another new addition that is incorporated in A-Max II is SCSI support, which (as long as you've got an SCSI interface connected to your Amiga) will allow A-Max II to directly access Mac-compatible SCSI devices including (theoretically) scanners and Macintosh hard drives.

The original A-Max was a really great emulator, but A-Max 2 is much, much better. It's one of the few emulators that I've come across that could truly be used as a genuine alternative to the real thing. So, if you want to run Mac software, then you need look no further than A-Max II. ☺

A-Max II
£150 (£250 with ROMs)
Entertainment International
0268 541126

A-Max 2

SPEED	●●●●●
On a basic A500, A-Max hurtles along. On an accelerated Amiga, it leaves a Classic standing!	
DOCUMENTATION	●●●●●
A little brief, but everything you really need to know is there.	
ACCESSIBILITY	●●●
Obtaining Mac ROMs isn't a problem, but you'll need access to a real Mac to get the OS.	
FEATURES	●●●●●
It does everything that a real Mac can do! Colour support would have been nice though.	
VALUE	●●●●●
Very good, £250 for a fully-operative Mac is a real bargain!	

85%

BBC Micro

The Emulator 2.0 / £50 / Commodore 0628 770088

Because of Acorn's dominance of the educational market, Commodore developed a BBC emulator for the Amiga. Called 'The Emulator' and now available in its second release, it is one of the best available in terms of speed and compatibility.

The speed of BBC emulation is so fast that many programs run faster on the Amiga than they do on the relatively nippy BBC. Particularly affected are programs written in BBC BASIC - these can run up to seven times faster on the Amiga. The emulator also supports the full 6502 instruction set, therefore many legally written BBC machine code programs will run without problems.

Version 2 fully supports reading and writing of BBC and Archimedes format diskettes, making porting software over onto Amiga disk easier. It also has its own built-in comms software, allowing the Amiga to talk to a BBC via the serial port.



Spectrum

Spectrum Emulator / £ N/A / DigiMail SRL 01039 02426559
 PD Speccy Emulator / £3 / Deeper Domain 081-204 3954

Emulating the aged Sinclair Spectrum may sound like the kind of task that the Amiga could do with its arms tied behind its back, but it has taken a surprising amount of time for a working emulator to arrive.

Available commercially is an emulator from Milan-based DigiMail SRL. This has an emulator program itself and a small interface that lets a Spectrum tape recorder be connected to the Amiga via the parallel port. This allows Speccy games to be loaded from tape and dumped straight out onto Amiga disk.

Another contender is the PD Spectrum emulator. This dodgy character isn't just available on its own - we've already seen several PD suppliers selling the thing with commercial Spectrum games built into it. In particular, one supplier was selling the emulator with no fewer than 20 games built in!



Commodore 64

C64 Emulator 2.0 / £50 / ReadySoft 0101 416 731 4175
 A64 / £3 / Deeper Domain 081-204 3954

With so many C64 owners upgrading to the Amiga, it was obvious that someone would produce an Amiga C64 emulator. The first was the ReadySoft C64 emulator which sold for 50 quid. This consisted of software and a tiny hardware gadget which allowed a C64 1541 disk drive to be connected and used by the Amiga. And it certainly did the job, with the vast majority of C64 games and utilities working without problems. Even programs using complex C64 raster graphics worked fine, although the speed of emulation left a lot to be desired.

An even better bet though is the A64, a brilliant PD C64 emulator. Like the ReadySoft emulator, the developers can supply you with a little widget which will allow the 1541 to be connected to the Amiga. The A64 also seems faster than ReadySoft's offering so is probably the better bet.



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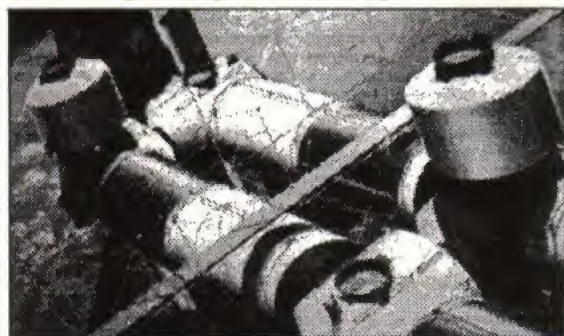
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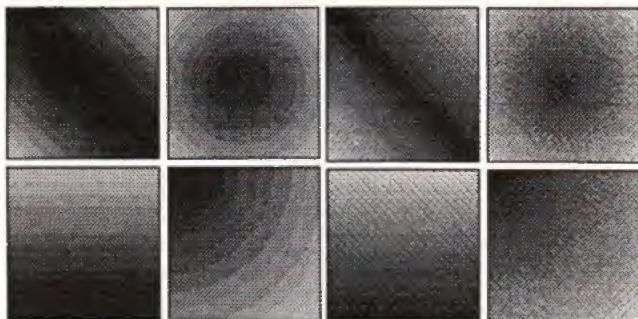
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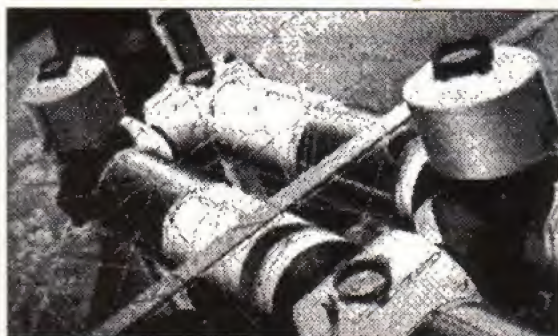
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Do you want an invisible hard disk? **PAT McDONALD** takes a look at the Novia30i, a hard disk that keeps itself out of sight.

Novia 30i

Internal Hard Disk ■ £399 ■ ICD

THE REASON FOR getting a hard drive escapes many people. They are expensive (compared to the price of an Amiga), they don't drastically improve programs and apart from being a big, fast disk, they appear to be a complex piece of yuppie junk.

It's a very different story when you actually get your hands on one. A hard disk is best imagined as a permanent storage space which isn't affected when the computer is turned off (unlike a computer's memory which vanishes at the flick of a switch). You can put many different programs and lots of data files onto a hard drive, depending on how big it is.

Hard drives come in many sizes, always categorised by Mb (MegaBytes – 1,024 X 1,024 or 1,048,576 characters). Usually the smallest size is 20 Mb, and the greatest is about 300Mb. So with even a small hard disk like the Novia, you can have your favourite word processor, paint program, sound sampler, DTP, extra fonts and so on, and still have lots of space to store your work on. The Novia comes in 20 Mb and 30 Mb sizes.

Add to this the extreme speed of hard disks (typically a quarter or less waiting time than floppies) and you can understand that a hard disk can form the heart of a very flexible computer system. If you're just a games freak, though, then you'll be disappointed to learn that few games will go onto hard disk (generally simulations/strategy/adventure games are usually fine).

The best feature is (so long as you have Kickstart 1.3 fitted, and the majority of Amigas fall into this category) that a hard disk will automatically start working – "autoboot" – when you turn the machine on. Imagine never having to swap a floppy disk again. If you don't know your Kickstart number, it's displayed by the hand icon when you turn the machine on.

The A500 only has one connector on the outside to connect a hard disk to: it's the long double row of contacts on the left-hand side of the machine. Up until now, that's where all hard disks connected onto the A500.

This has caused a couple of problems. For one thing, that's where very large memory expansion boards plug in, although nowadays most hard disks can have extra memory for the computer too.

The real hassle is that some expansion units (freezer cartridges like the Action Replay II are the chief culprits) insist on being plugged in there too, and they don't have through ports either – you can't plug hard

NOVIA 30i and PRIMA 105 Available from: Power Computing 0253 734218

THE ICD MENTALITY

All of ICD's products are always to fit inside an A500. Sometimes they work with an A1500 or A2000 but they always work with an A500. Another ICD habit is to pack chips and components into the smallest possible space and to use as few components as possible. This has three main results. First, ICD boards use as little power as possible – neither of the hard disks made the power supply complain, even with extra memory.

Second, ICD boards tend to be cheaper because they use less components and purchase in bulk. Mind you, ICD have no direct competitors: I know of no other internal hard disks or massive internal memory boards.

Thirdly, packed printed circuit boards are difficult to repair. The good news is ICD boards are guaranteed for one year, and they are always willing to repair their old products. The software's an exception: back it up straight away, as after 90 days it will cost you to get it replaced.

disks into the back of them. So you have to disconnect one to use the other.

Internal hard disks like this one don't have that problem, simply because they don't go on the outside expansion connector. If you have one of these, you don't have to chop and change. They also have the benefit of not taking up any extra desk space – the A500 is quite large enough without putting any extra boxes on the side.

Attaching a Novia hard drive is similar on any Amiga (they work with every model with 1Mb of RAM or more, except an A3000).

THE SOFTWARE

With all hard disks comes a floppy disk containing the formatting and preparation programs to configure the hard drive exactly how you want it. ICD Formatter does the job, and does it well. It consists of a single screen, with all the options contained on control buttons – just point and click to change something.

If this is the first hard drive that you've ever encountered, then ICD Formatter is slightly complicated – you'll probably need to read the reference section in the manual to get a good idea of how it all works. Still, it's a far cry from the early days, when hard drives were set up by typing obscure CLI commands.

(IN)COMPATIBILITY

One question which people often ask is "Does the Action Replay II work with an internal hard drive?". The answer is yes, but not necessarily how you expect it to. Many people assume that all the software and hardware will work fine with their new hard drive. Sadly this isn't always the case – not by a long chalk.

Quite simply, an awful lot of software is written to work with floppy disks only. Many Amiga programmers do not own (and have never come into contact with) hard disks. Some do not even use Amigas. It's not really surprising that products fall over when put onto hard disk.

The problem with the Action Replay cartridge is that the software makes no allowances for hard disks at all. It would be extremely simple in theory to have a program running and snapshot onto hard disk to play later – in practice it just won't work, because the cartridge cannot communicate directly with hard disk. You have to use floppies as an in between stage.



First, you have to unscrew the case of the computer – this invalidates the warranty of the machine, which is worth bearing in mind.

Next, you have to find the 68000 central processor chip, and lever it out of its socket with a flat-bladed screwdriver or a similar tool. Pop a small circuit board into the socket, plug the chip into a socket on the top, and you're nearly there.

All that's left to do is connect a cable from the board to the hard drive, and position the hard drive (which is the size of a packet of cigarettes) somewhere convenient in the machine. Screw everything back together and you're there.

The manual helps with this procedure, but it suffers a bit because it also includes instructions for the AdSCSI 2000/2080 boards, which are a totally different kettle of fish. A couple of illustrations would have been very useful too. There is a lot of general information on hard drives though, which is interesting if not immediately helpful.

The most obvious feature of the Novia is that it's extremely quiet. When the Amiga is screwed back together you'll be hard pressed to hear any noise at all, totally unlike any other hard drive.

The drives are setup at the factory, and generally need few changes. If you want the drive split into more than one area (partition), then you'll have to do that yourself, but the only other modification I needed to do was to change the startup-sequence so that the keyboard was GB rather than USA – which is hardly life threatening.

The drive contained a minimal amount of programs and data – just a little slice of the Workbench disk really. Oddly enough there was no Shell icon on there, but after some copying it soon fitted my needs perfectly.

My needs? I have a real problem with my A500. Quite honestly, fitting an external hard drive is tricky, purely because of the lack of desk space. The Novia, with *Protext*



If you don't fancy the Nova, you might like the idea of an internal hard drive that's bolted down. **PAT McDONALD** investigates.

Prima 105


Internal Hard Disk ■ £499 ■ ICD



version 5, is ideal and could easily handle all the copy I write for the next three years or so.

There are some disadvantages to the Nova. There is no SCSI port, so you cannot connect more than one hard disk drive to your Amiga (external hard drives nearly always have SCSI connectors on the back). Secondly, I am unsure of whether it works with accelerator cards or not: they plug into the processor slot as well, although the ICD AdSpeed works well enough.

Thirdly, the mounting of the hard drive is not rigid – it's mounted on three sticky pads which cling to the main board of the computer. One severe knock and something could quite easily be damaged.

Then again, who juggles with their computer – it's a remote chance but still possible. The Nova supplies all the basic features of a hard drive well. So if you do want a large capacity hard drive or possibly two, then it's not for you. On the other hand, if you just want one hard drive, preferably out of sight, (out of mind?) then the Nova is well worth considering. 

Actually fitting the device is similar to the Nova: unscrew the machine, take out the processor, plug in a small circuit board, plug in the processor onto the small circuit board and connect it up. The most important difference is where the hard drive goes.


Rather than sticking onto the main Amiga circuit board, you take out the internal floppy disk drive and screw the hard drive into the empty space. A small lead plugs into the power connector used by the internal floppy disk drive.

Put the screws back in and you're there. There's no chance of this hard drive coming adrift, but of course you now have a surplus internal floppy disk drive. They don't have a high resale value – you'll be lucky to get £30 for one. There's not a lot else you can do with them, unless you want to get a case, lead, connector, soldering iron and wiring details. Then you could make another external disk drive.

There's not a lot I can really say about the Prima that I haven't said about the Nova. It's faster, noisier and has more space, but you can't easily tell the difference without examining the floppy drive. Well, you can, but only by checking how large the hard disk is and working things out from there.

The manual for the Prima would appear to be a section in the AdSCSI 2000/2080/Nova manual. I can't tell for sure, purely because I have only seen some pre-production photocopies, but they appeared to be additions to the ICD hard disk manual. All the same, it's fairly easy to set the whole thing up – only marginally more difficult than the Nova.

Prima is a good all-round hard drive, but I must say it's an awful lot of effort to go to (and pay for) given the end result: an Amiga with a hard drive. It's fast and does the job, but I would think that most Amiga owners would like to show off their new expansion, rather than have it under the bonnet.

However, if you really need a combination of hard drive connected plus something else on the left expansion port, then the Prima is definitely superior to the Nova. Either of them will serve the purpose, but the Nova is slower, smaller and potentially hazardous to the inside of the machine. 

ICD Nova 30i

SPEED ●●●

Acceptably fast, but not awe-inspiring when dealing with very long files.

DOCUMENTATION ●●●

Tells you most things you need to know – and a lot of stuff that you don't.

ACCESSIBILITY ●●●●

Installation software is powerful and uncomplicated, although the manual isn't so good here.

FEATURES ●●●●

You can't add other hard disks but you can use the expansion port.

VALUE ●●●

30 Mb of disk space for the price is not particularly amazing.



73%

SHUFFLEBOARD SOLUTION

If the Prima's hard drive unit replaces the floppy disk drive, how do you use floppies? ICD supply an ingenious solution with the Prima called the Shuffleboard. This fits in a similar way to the small circuit board.

The Even/CIA chip has to be levered out, and the Shuffleboard plugged in. The chip plugs into the top. On the Shuffleboard are two jumper type switches – you move a jumper to set a switch on or off.

The first switch is the shift function. This puts all the floppy drive numbers down by one. So df1 (the first external disk drive on an A500) becomes df0, df2 becomes df1 and so on. That way, you can bootup a disk in an external disk drive.

The other switch will disable all floppy drives except for df0. This is only necessary with certain pieces of software that only work on machines with one disk drive like the original Kick Off game. A thoughtful addition nonetheless.

The inclusion of the Shuffleboard is just what the doctor ordered, because the hard drive has to sit somewhere and every Amiga should be able to use floppy disks, even if it is only to play the *Amiga Format Coverdisk*.

Prima 105

SPEED ●●●●●

It is very fast and compares very well with any other hard disk.

DOCUMENTATION ●●●

It looks like it will be an addition to the all-in-one ICD hard disk manual.

ACCESSIBILITY ●●●●

Although the Shuffleboard lets you use floppies, you need to have an external disk drive.

FEATURES ●●●●●

It does things that no other hard disk can do, like remain discrete.

VALUE ●●●

You'll need an external drive as well.



82%

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If you thought all great Amiga products came from America, then think again. **Jason Holborn** takes a look at an excellent new real-time video digitiser from Germany.

SnapShot Pro

Colour video digitiser ■ £580 ■ HB Marketing 0753 686000

THANKS TO THE Amiga's popularity within the graphics industry, there's no shortage whatsoever of quality video digitisers available. These powerful devices can turn the image you see on your television screen into a format that can be used (and abused) on your Amiga. Whether you use your Amiga professionally or just for fun, video digitisers provide a quick and easy way of pulling high-quality artwork into your machine.

Unfortunately, digitiser manufacturers still haven't really managed to produce a digitiser that quite hits the mark. OK, those that are available can produce some impressive results, but the simple fact remains that the vast majority of Amiga owners basically want the same thing from a digitiser – that is, they want to be able to grab full colour images from video tape. Unfortunately, such a digitiser didn't really exist... until now, that is.

SnapShot Pro is a new digitiser from Germany that certainly seems to fit the bill. It's a real-time colour video digitiser that excels in grabbing colour images from video tape. It also does a pretty impressive job of grabbing from other video sources, so prepare to be impressed.

The hardware consists of two rather dull looking boxes, each of which boast nothing more than a few knobs and flashing lights to brighten up what is otherwise boring hardware. The first (and most important) of these is the digitiser itself which connects to the Amiga via the parallel port. This in itself will happily grab frames, but only in mono. If you want to grab in colour, then that second box is an all-important addition.

As you've probably already guessed, that second box is none other than our old friend the RGB Splitter, although this one is rather more capable (and more expensive) than most. The colour video signal is fed into the RGB Splitter and then passed through to the digitiser as three separate red, green and blue signals. As you can probably already start to appreciate, there's a fair old bit of spaghetti hanging out of the back of this thing. Perhaps a ribbon cable would have been a much better bet, but there you have it.

On the front of the digitiser are three controls which allow you to alter certain aspects of the incoming signal. These include contrast, brightness and an extra 'lace' control which is used to sync in the digitiser to the incoming video signal when digitising an interlaced

image (that's an interlaced Amiga screen, not an interlaced signal – as the techies will tell you, composite is always interlaced). If the 'lace' setting is even slightly out, the lace control starts flashing wildly. To put it to rest, just turn the control knob until the lace LED stays on permanently.

The RGB Splitter also has its own sync control, but this is handled automatically by the hardware, so there's little point in even knowing that it's there. What there is, however, is a big, chunky colour saturation control which comes into its own when digitising HAM images.

The incoming video signal can be viewed simply by connecting a composite monitor to the digitiser unit. Altering the contrast, brightness and saturation of the image is a little hit-and-miss without some form of monitoring, so it's well worth taking advantage of this feature. I simply connected a lead between the digitiser and my Amiga monitor (the CVBS connection) and switched between the two (Amiga/video) whenever I needed to.



The main screen controls all the functions of the digitiser. At the bottom of the screen the animation controls are active, the sliding bars allow the user to define the start and end points.



The hardware side of this little double act. The big box is the digitiser itself accompanied by the little black RGB Splitter.

The SnapShot software is a very posh little number that is absolutely bursting with features. It's fairly intelligent too – if you try to switch into colour mode, the software checks the hardware to see if the RGB Splitter is connected and then proceeds to tell you where to go if the Splitter isn't present. It can also perform a sort of system check that checks all the ports on the digitiser to see if everything is running OK. This way, if something does go wrong, at least you know exactly what it is. This is the sort of user-friendliness that really has to be applauded.

The digitiser is controlled via a nice friendly panel that runs in its own medium resolution screen in the foreground. Behind this screen is the actual digitised image itself, which can change in both maximum colour and resolution. SnapShot supports virtually every Amiga screen mode including low, high, medium, HAM, 64 colour Extra Half Brite and even overscanned displays. I'm surprised that it doesn't support the new Enhanced Chip Set (ECS), which is a surprising omission. It may well cater for the masses at the moment, but ECS support will become important as soon as 2000 and 500 owners get their hands on it.

The one mode, though, that will see the most action has to be HAM. There's something about this quirky mode that makes people experiment. And with 4,096 colours on offer, it produces almost photographic images. SnapShot Pro fully supports HAM with two grabbing modes dedicated to it. The first is FastHAM which grabs a HAM image in a matter of a second. The results are rather good, but you can improve upon them further using its second HAM mode: HistoHAM. This takes far longer, but the results are much superior.



READERS DIGITISER CHOICE

SnapShot Pro is only one of a vast range of video digitisers that are available for the Amiga. Obviously, it would be impossible to cover them all here, so we've narrowed things down a tad and just covered the more popular units.



DIGIVIEW 4 (£150 HB Marketing 0753 686000) - If image quality is paramount, then DigiView is the best there is. Using a conventional mono video camera and colour filters (it can't grab from a colour signal unless used with an RGB Splitter), DigiView produces some of the sharpest and most colourful grabs you're ever likely to see on an Amiga screen.



VIDIAMIGA (£120 Rombo 0506 414631) - Rombo's VidiAmiga is very similar to DigiView apart from the fact that it operates in real time when grabbing black-and-white images. It can grab in colour (using the same technique as DigiView), but the results are far from satisfactory.

VIDEO DIGITISER 2 (£90 Datel 0782 744707) - It may be cheap, but Datel's unit is certainly a capable performer. Its features are very similar to VidiAmiga, but it also has some very nice software which offers SnapShot-like animation facilities but for what is a fraction of the price.



VIDEON (£250 Power Computing 0234 273000) - This digitiser, of Italian origin, is probably the closest competition to SnapShot Pro, despite the fact that it is over £200 cheaper. It too can grab a paused image in full colour, but the results aren't that special.

FRAMEGRABBER 256 (£575 Marcam 081 941 6117) - If you're after a digitiser that has every bell and whistle under the sun, the this has to be it. The FrameGrabber is a full real-time colour digitiser that can grab moving frames in real time. Unfortunately, it's got a price to match.



The image quality of any mode can be enhanced still further by taking advantage of SnapShot's FourFold Scan option. When activated, this forces SnapShot to sample the image four times, producing an approximated image from the four exposures. This has the effect of cutting out a lot of signal noise, which can ruin a good digitised image.

When grabbing in mono, SnapShot is a true real-time device, but the same doesn't hold true when you start working with colour. Because it doesn't have its own built in frame buffer, you must pause the incoming video signal before it can be grabbed. As a result, it's worth getting your hands on a decent VCR as this will affect image quality substantially.

You are not just restricted to producing single digitised images though. Using its powerful animation facilities, you can create animations that call upon images from the real world. This is nothing new, but SnapShot's animation tools are a cut above the rest.

In its most basic form, it can build up an animation by grabbing frames continuously from video with little or no interaction from the user. This is basically the same method used by VidiAmiga which, whilst certainly effective, can result in wasted memory when a large percentage of the frames are duplicated.

SnapShot has some extra features which allow you far more control over how the animation is constructed. The first of these is time delay, which allows you to build up an animation by grabbing a single frame every so many seconds, minutes, hours

or even days. If you've ever watched a natural history film, then you will have already seen how effective this technique can be for capturing slow moving objects in action (a flower blooming, for example).

The one feature that really makes SnapShot stand out is motion detect, a technique where by the computer analyses incoming frames, comparing each with the former to see if differences exist. If it does find a difference, then the frame is stored in memory ready to be compared with any following frames.

For an extra 50 quid, you can take the hassle out of controlling your video recorder by letting SnapShot do it for you. Using a little widget it mimics the signals produced by your video remote control, the SnapShot software can then be set up to automatically carry out operations such as single frame advance, pause, play etc.

Obviously you need a video that can be controlled through remote, so there's little point buying the controller if your recorder is older than the Queen Mum. In use, the controller does the job, but I wasn't that impressed. Unless you know exactly what you want, using SnapShot to control your video can be a real pain. Personally, I'd rather play with the little black box that came with my VCR.

SnapShot Pro itself is an absolutely stunning system that combines some well designed hardware with some quite excellent digitising software. It's the kind of digitiser that Amiga owners who own a VCR have been crying out for. Being able to grab very high-quality images from pre-recorded video tape is not only extremely useful, but it can be fun too.

The reservation I have about SnapShot is its price. When you consider the digitiser isn't much cheaper than Marcam's FrameGrabber 256, it suddenly doesn't seem such a good proposition. If it could grab colour images in real time then it would be a different story.

In some ways, SnapShot's better than FrameGrabber, though it won't handle real-time colour but it blows the FrameGrabber away when it comes to grabbing from video tape. As an all-round performer, FrameGrabber is probably the better bet, but otherwise I'd strongly advise you to check out SnapShot. ☺

SnapShot Pro

SPEED	●●●●
Very good indeed, although higher resolution images can take a long time to grab.	
DOCUMENTATION	●●●
Fairly comprehensive and easy reference.	
ACCESSIBILITY	●●●●●
Forget the manual, just get stuck right in - it really is that easy to use!	
FEATURES	●●●●●
Apart from the lack of real-time colour support, SnapShot is a very capable system.	
VALUE	●●
Very expensive. If HB Marketing could knock this one out for £300, then I would be the first in the queue to buy one!	

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(Verdict)
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● PREFERENCES

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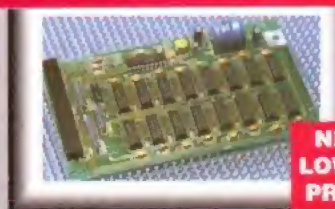
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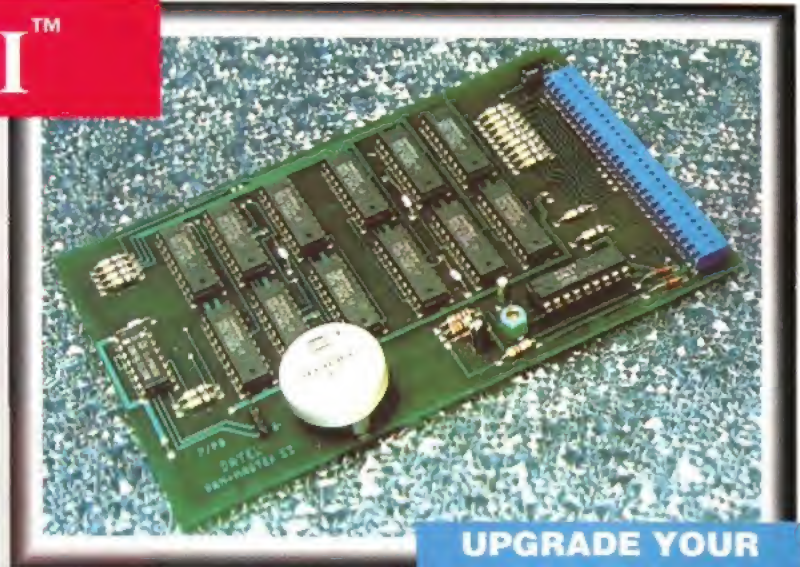


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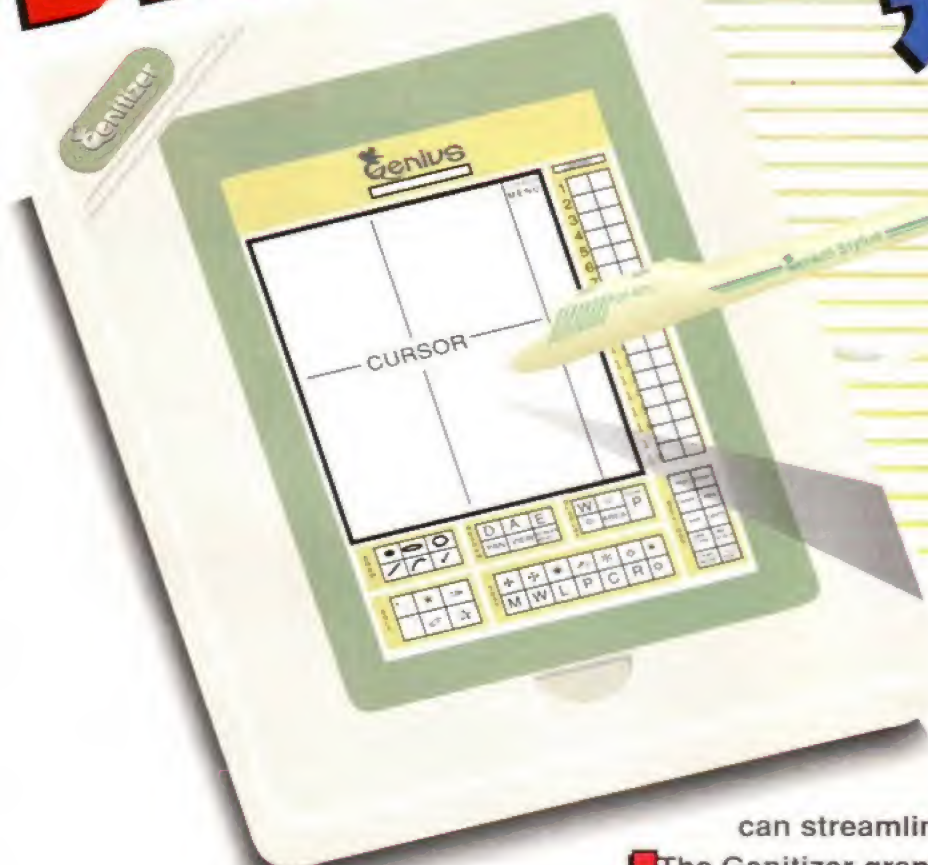
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AMIGA FORMAT

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Amiga A500 2 meg expansion

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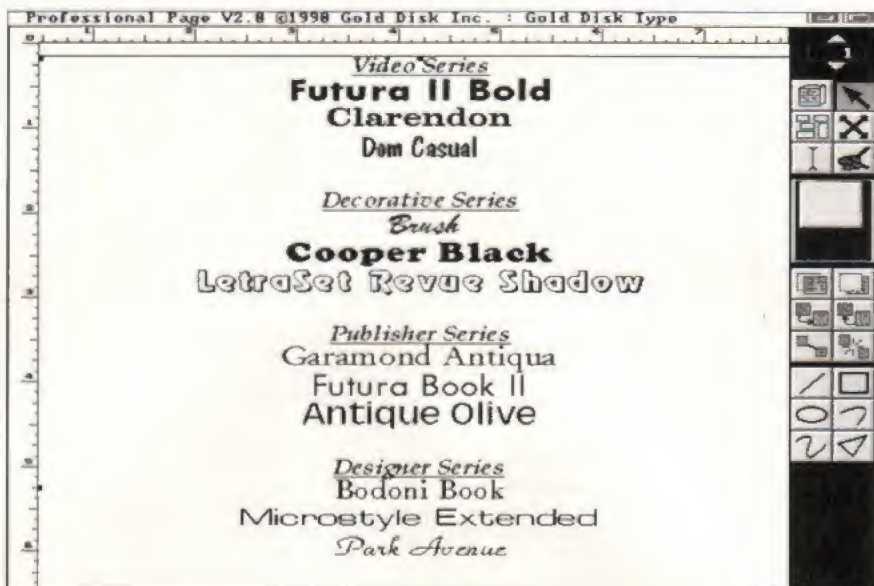
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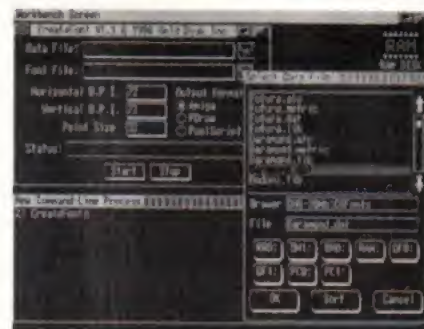
Compugraphic Fonts

Agfa-Compugraphic ■ CG Fonts £132.78 ■ GD Type £40.82



The Compugraphic outlines can be used in any package that supports them, such as ProPage 2, and produces excellent quality printed text.

CreateFonte allows you to produce Amiga bitmaps, ProDraw or downloadable PostScript fonts from Compugraphic outlines.



AMIGA FORMAT

158

OCTOBER 1991

ONE AREA WHERE the Amiga is well known for its capabilities is in TV and video applications. Now, though, it is also gaining recognition for its capabilities in another type of media: namely desktop publishing. With the advent of powerful applications such as ProPage and PageStream, it's fast becoming a very popular option for DTP - indeed Jeff Walker's fanzine for the serious Amiga-user, entitled *JAM*, is produced solely on an Amiga system. Magazines are all about conveying information to readers in an interesting and attractive manner, and on pages that should help the reader easily and effortlessly through the publication. Perhaps then the most important area of DTP is typography: the art of laying out text on a page, into a form that is

easy to read. A large part of this process is deciding which font the text is set in.

There are two types of font technologies. The Amiga's proprietary font structure is the simple bitmap format. Bitmap fonts are designed mainly for viewing fonts on screen because their resolution is very low: about 72 dpi (dots per inch). When printed out, though, they have ugly jagged edges. Turning smoothing on doesn't really help much either. The other type of font technology is outline or vector fonts. The advantage with these are that the font information is stored as a mathematical description: as lines and curves, so the font will produce a nice point size at any resolution, which means the printed fonts will have a far more professional look to them. The two

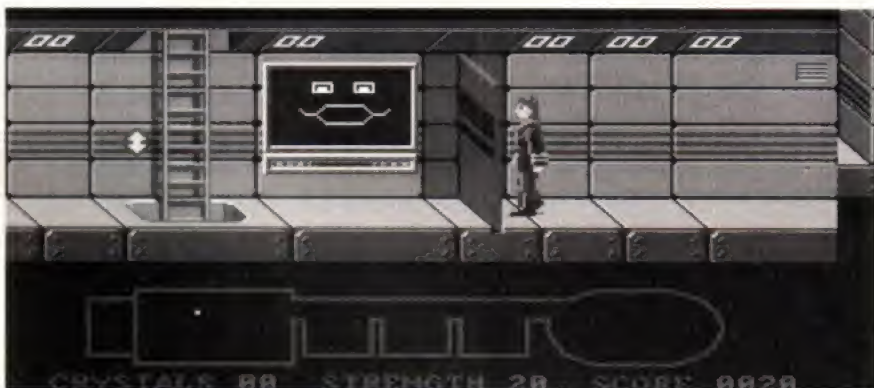
bold versions of standard Roman fonts. The pack is designed for the professional user outputting to PostScript devices and lets you use the printer's internal fonts. The other four packs (GD Type) contains the designer, publisher, video and decorative series of fonts.

All the packs come with a utility called *CreateFont*, allowing you to produce ProDraw, PostScript or Amiga bitmaps from the Compugraphic outlines at any size, and can be used in most other packages. All the fonts are useable in any application that accepts Compugraphic fonts.

Compugraphic Fonts 80%

Discovery

Micröllusions ■ £25.99



In order to get anywhere in your quest, you must answer a few questions! Metal Mickey is your quizmaster...

EDUCATIONAL GAMES ARE one of the hardest types of games to design because they have to appeal to an audience that is very difficult to keep interested. *Discovery* by Micröllusions didn't do too well in this area when it was released the first time - but have Micröllusions got that all important mix right

this time? In *Discovery* you control one of four characters whose task it is to fix broken starships. As you progress through the ship, a computer asks you questions (the difficulty level is selected at the start of the game). The questions range from very easy for the very young to quite hard for older children. The

subjects in this not-so-trivial-pursuit include: maths, spelling, or multiple choice.

The presentation of the game is very good, with attractive colourful graphics and jolly music to keep up the interest level. Exploring the ship is fun, collecting all the crystals and finding strange harmful creatures lying around the ship. At certain points you are stopped by computer controlled doors and getting past involves answering a question correctly. The questions are spoken by a funny little animated face that appears on the little computer terminal screen.

Unfortunately the game suffers somewhat by using the Amiga's speech synthesiser, which often makes it difficult, especially for children, to understand what's being said - and there is no repeat option, so if you missed it the first time - tough! Ultimately, *Discovery* is an amusing educational game, very well put together, but not as well implemented as it could have been.

Discovery 65%

Big Alternative Scroller

Alternative Image ■ £51.00



THIS IS A TITLING SYSTEM that allows you to create screen titles for overlaying on to video productions, rather like credits at the end of a film TV program. Usually for this you would require a video genlock, but there are other uses for the program, such as a continuously running information system like the kind you find in shop windows.

The package that *BAS* comes in justifies the lack of a real manual, by the fact that the program is *so* easy to use that you wouldn't need one. This is more or less true – the program is too simple mainly because there is not a full set of editing functions available. All you get is a small pamphlet describing the basic operation of the program. To be fair

Scrolling titles like this are very easy to produce, but that's because the program doesn't actually let you do anything else that is at all "creative"!

though, there is help available in the program, but this is limited to key function descriptions.

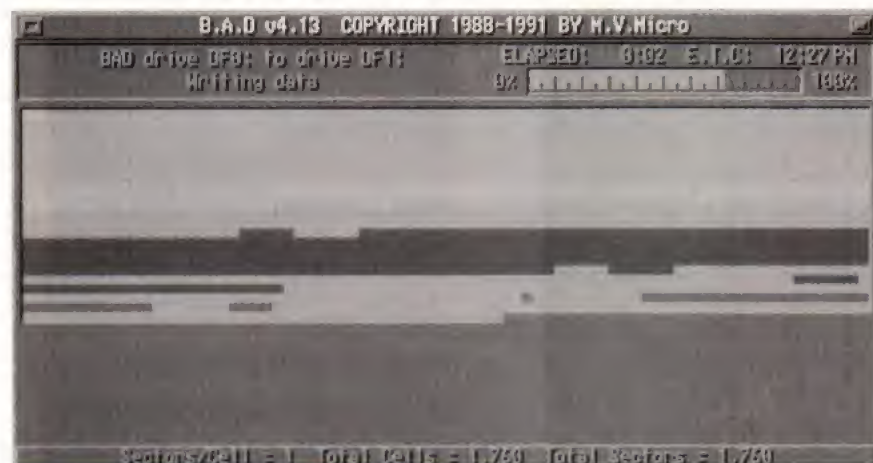
Installing *BAS* on a hard drive is not possible because the program is copy protected. This means that all the work has to be done on floppy disks. Unfortunately the disks it uses are not standard AmigaDOS disks, which means that you cannot write text on a word processor – you have to use *BAS* every time. The *BAS* editor is more a screen writer, you see exactly what will appear on the screen as you type. Sadly what you can actually do is very limited. You are restricted to effects that affect all the text on the screen. You can only use one font, one justification style, and you have the option to shadow all of the text or none of it... the list goes on. The only thing you can change without affecting the rest of the text is the text colour.

Once all the text has been created, the actual scrolling process begins. The speed is set by pressing a number key, the higher the faster. However, there is no way to program in pauses in the text or anything similar, so the text just keeps on going around looping at the end. The results it produces are good however, it is fast and user-friendly enough, but sadly the lack of features detract from a good value-for-money package. Only worth a look for those on a very tight budget, or with simple titling requirements.

Big Alternative Scroller 50%

Blitz A Disk

Centaur Software ■ Distributed by HB Marketing ■ £39.95



WHEN THE AMIGA was being developed, the creators gave the machine excellent graphic capabilities, lovely stereophonic sound and fast data access capability. Sadly they also gave the Amiga a nasty thing called AmigaDOS. This means that although the Amiga has a very fast floppy-drive interface compared to other 16-Bit computers, the actual data access speed is reduced because of the way AmigaDOS stores the data on disk.

The process of saving data onto a disk is the main cause of the problem. When the Amiga is instructed to save a file, instead of

doing the logical thing and saving it in one continuous block, AmigaDOS, in all its wisdom, usually decides to put the data wherever it likes. As a disk gets more full, the problem gets worse with files being fragmented all over the place. The data is not lost, just stored on the disk in little chunks. When it comes to reading the data, the Amiga has to look all over the disk to find all the information for that file. This is one of the reasons why disk drives often make worrying grinding noises.

Blitz A Disk (BAD) was developed to help cure this problem - there is no real prevention.

BAD displays an impressive screen showing various bits of information such as time taken and percentage completed, alongside a graphical representation of the disk as it is being processed. Very pretty!

BAD is what is known as a disk optimiser. Its function is to process a disk, hard or floppy, and unfragment all the files and to then put them in logical places. When in floppy mode, *BAD* will read the data from the source disk and rewrite all the files as contiguous blocks on the destination disk. The optimisation process can be carried out on a one-drive system, straight back to the source disk, but it's wise to make a back-up before starting: because if the process fails, you will be left with a corrupted disk. The same applies to hard drives – always make a backup before optimising!

BAD has two modes of operation. The *WB* mode gives priority to icon files and Workbench configuration files, allowing directories to appear as quickly as possible. The *CLI* mode sorts out files so that they will load as fast as they can. The first mode is particularly useful for hard drives with nice big icons, which lets the windows open as quickly as possible.

The disks that *BAD* produces are in fact no different from standard AmigaDOS disks. All that differs is the way the data has been stored onto the disk: the way it should have been written in the first place. *BAD* considerably improves disk performance, essential for those that compile or produce disks to reduce wear on their drives, and for the advantage of faster file access.

Blitz A Disk 75%

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The Midnight Oil

Whew! What a summer. No, obviously not the weather, but for British football. On June 9th, I cheered myself hoarse at Wembley as the Monarchs took the first World Bowl. A few weeks earlier, Man. Utd. proved the "experts" all wrong about the quality of British soccer, when they easily beat Barcelona in the European Cup Winners Cup Final. United played 9 European matches without a single defeat. And now, a new NFL season, and Arsenal, Spurs, Liverpool and United back in Europe. Football's back!!!!

It's been a busy summer for game design too. In 1983 I wrote my first game "League Division One" for the BBC Micro. Subsequently "Mexico '86", "Soccer Supremo" and "Rome '90" appeared. But it was "Division One '85" that really hit the button for most fans. It was the game, unlike any other computer soccer game I know, which took soccer seriously. So, this summer, it had to be "Div One '92" for the Amiga and ST computers. It's six times the size of "85" and I believe it will have the same impact. Call me if you want to chat about it.

Malcolm Howard

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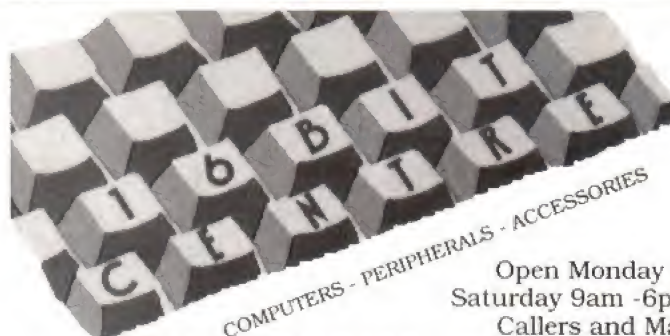
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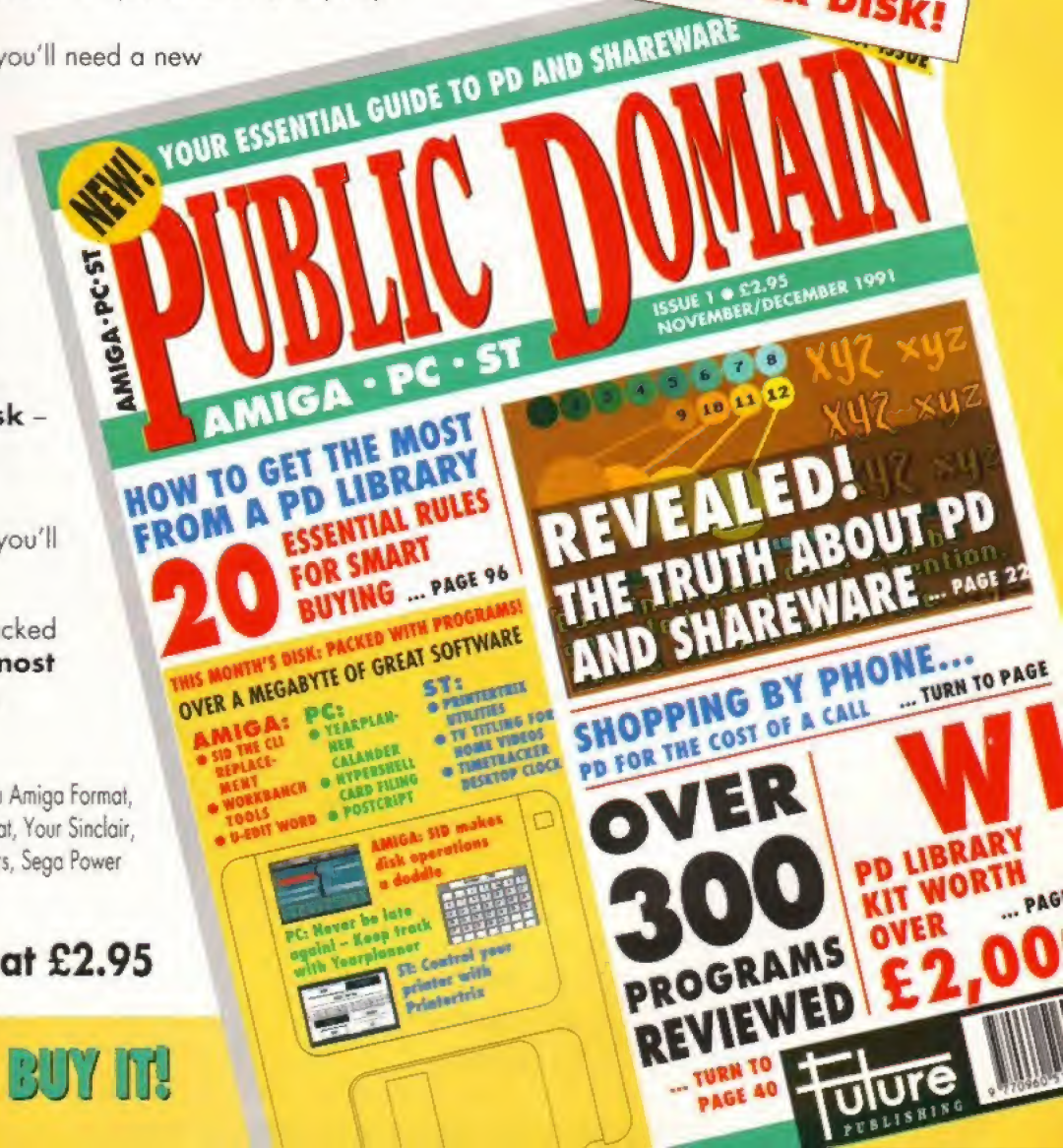
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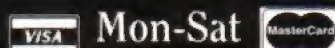
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DEMOS & ANIMATIONS:

- 003 Probe demo: Great anim, been on TV!
- 004 Vangelis demo: Superb demo & music!
- 011 Newtons cradle: Fab ray traced demo!
- 012 The run anim: Fab car chase demo!
- 015 Cronics mega: inc Madonna animation!
- 026 Crusaders Bacteria: Fabulous!
- 032 Technotronic demo: Amazing music!
- 041 Popeye meets Beachboys: Funny!
- 047 Wrath of the Demon demo: Fab!
- 052 CX1 demo: Great ray traced spaceship!
- 056 Scoopex mental hangover: Still superb!
- 091 Pugs in space: Quite amusing demo!
- 112 Digital Concert VI: Excellent music disk!
- 203 Streamline demos: inc follow me-impact
- 367 Epic preview: Fab game preview!
- 409 Fractal flight: Super, fly through canyon*
- 492 Basketball Boing etc: Good anim pack!
- 518 Crusaders Space deleria & much more!
- 556 Elvira demo: Excellent demo of game!
- 607 Total Recall demo: good Amie demo!
- 614 Budbrain 2: New, excellent disk!
- 624 Batman anim: V good need 1 mgl!
- 654 Evil dead demo: This is weird!
- 716 Unreal demo: Very impressive preview!
- 764 System Violator: from Anarchy!
- 765 Hysterisis demo: Excellent demo!
- 830/1 Monty Pythons: Policemans ball (2)
- 864 Phenomena Interspace: Brilliant, a must!
- 865 Beatmaster 808 state: 4 tracks!
- 879 Franklyn fly anim: Brilliant animation!
- 890 Sleeping bag demo: Great megademo!
- 891 Chaos Rock: Superb fractals demo!
- 887 Good Morning Vietnam demo: good!
- 940 Phenomena Enigma: Fantastic demo!
- 999 Bartman remix: Quite good this one!
- 1000 Silents Global Trash: Superb demo!
- 1016 Hip hop pack 33: V Good!
- 1020 Technoflight Megademo: Fabulous!
- 1043 Aurora megademo: Another good one!
- 1044 Light Megademo: nice multiport demo
- 1045 Coyote II: Brill roadrunner needs 1.5mg
- 1055/6 Laurel & Hardy animations: Great!
- 1065/6 Star Trek: Takes the micky of Strik!
- 1093 Plasmutex: An excellent plasma demo!
- 1105 Pendle B1: Simpsons Decay & More!
- 1118 Pixelated Pleasures: Very nice demo!
- 1119 Tomssoft Virtual World: An epic, get it!
- 1120 BMC Alpha Omega: Amazing!
- 1129/3 Antilemms: Fab but needs 2mg! (2)
- 1127 Silents Ice demo: Fab demo.
- 1143 Wings animation: Super preview disk!
- 1144 Quartex Substance: Really good demo!
- 1163 Shuttlecock anim: Another funny anim!
- 1176/7 KGB megademo: Great 2 disk demo!
- 1178 Alarm megademo: Good inc acid part!
- 1186 Pulling the Trigger: Nice demo pack!
- 1187 Magician 2: Better than the 1st one!

MUSIC & ANIMATION:

- 055 Flash music: Dance music disk!
- 060 100 64 tunes: Brill disk, a must!
- 062 Walk this way: Good sound!
- 108/9 Halloween demo: Superb! (2)
- 110/11 Quiet Riot demo: Great guitar! (2)
- 156 Soundtracker: Several versions!
- 157/158 Loads of Tracker samples! 2 disks
- 190 Games music Creator: Good!
- 245 Mididisk Lots of synth progs!
- 246 Fish 323: Casio CZ patch editor!
- 948 Amiga chart 11: Black Box & Queen!
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- 392 Perfectsound sampler & samples
- 428 TDR music 5: Technotronic type music!
- 483 Music: several progs & midi!
- 510 Burning Independence 2: Brilliant!
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- 769 Prologue music: 5 good music tracks!
- 801 Get wicked/Oxygene remixes!
- 805 Groove in the heart! Dancemusic!
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- 886 Bomb the Base: Some v good tracks here
- 894 Digital Debussy II: Arabesque etc!
- 870 Med V3.11b: Latest version inc midi!
- 869 Partners in crime music 2: Lots of tunes!
- 888 P.M.C II: Screaming guitar music: Fab!
- 896 Bad boyz: London beat remix!
- 941/2 Silents blues house: Great (2)
- 960 Patrick's music: Some great tunes here!
- 961 Patrick's music II: Some more great tunes
- 964 Axis music: Excellent music disk!
- 971/2 Goldfire: celebrat delights! Fab! 2 disks
- 997/8 Vivaldi 4 seasons: Great Classics! (2)
- 1026-8 House music samples: 3 disks full!
- 1029/30 Made in Heaven: Good! (2)
- 1063 Talk to the trees music: Hilarious!
- 1116 Patrick music III: More superb tunes!
- 1129 Scrap music 2: Good music disk!
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- 1154 Prodigy music: Very nice music disk!
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- Fish 356: Algorithms, midi program!
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- 043 Holy Grail: Text adventure +
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 - APD 96 Pair it: Match the cards!
 - APD110 Cross Fire: Great kids game
 - APD115 Ballooney: Good little game!
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 - APD180/1 Dungeon Deliver: 2 disks
 - APD182/3 Rixie Kingdom: (2 disks)
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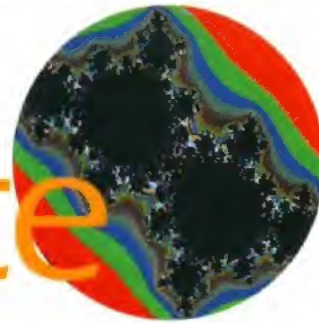
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PD Update



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THE ADVENTURES OF NORRIS

VIRUS FREE PD



Everything in Norris is simple but demanding. Actually making it up the tree is an achievement – getting back down on your first attempt is virtually impossible.

This game had me swearing furiously and returning for more each time. It's fairly simple to play – just movement and fire to jump around the platforms to collect the keys. The problem is that your timing has to be spot-on every time.

Norris is a dwarf who has to escape from a castle. Dotted around the playing area are various objects to help him progress. Getting to them is a matter of judging the distance and hoping you make the jump. Falling too far will kill Norris, as will contact with any of the beasties who move along their predictable paths.

You get 10 lives to start with, and you'll need them. Often you go through five or six trying to get past one obstacle – but once you've worked out the right moves, you can progress to the next problem. Jolyon Myers and Glenn Cleary have done a thorough job on the playability, look and feel of Norris.

I really enjoy this game. I hated it when I first saw it, but after a few attempts it's got a hold on me. Please note that it's licensed exclusively to Virus Free PD, but for £3 that hardly matters. If you want a tough platform game and you have a responsive joystick, get this.

NO MAN'S LAND

VIRUS FREE PD 1747



No Man's Land is an extremely fun two-player game.

This is from Sweden, it's two-player only and is great played against a friend. Simple plot – whoever's alive wins, whoever dies doesn't. You just run around any of the 10 levels, picking up weapon containers and letting rip with items like bazookas, grenades, homing missiles and so on. You can also use proximity mines and bombs too.

Bear in mind that you need two joysticks. The graphics are small (to give you a better chance of avoiding fire) and naturally it's very competitive. Oxygen – the team responsible – have some good ideas on games – let's hope the next one can deliver a bit more in one package.

BIG TOP FUN

DEJA VU (AMOS PD) LPD29



More Big Top Fun. Hmm. What else could 'skid' spell? 'Disk', perhaps?

Roll up! Roll up! Sparx (Len and Anne Tucker) really are churning out the educational titles. Personally, I think this situation is great – you need plenty of choice to keep children's interest, and if the choice comes from the PD then so much the better.

The whole idea is that you are at a circus, and must help the performers to get their acts right. There are four acts on the disk – selection is up to the usual Sparx 'easy as pie' standard. The first is *Word Balance*. A unicyclist rides onto the screen holding a picture of an object. You have to choose the word which matches the object to get it right.

Matchplay is a simple 'find the pairs' game, while *Seal-A-Grains* is an excellent way of introducing children to anagrams. A clown throws a set of balls to some seals and on each ball there is a letter, but the word they make up is scrambled. Click on the seals' heads to swap the balls – even randomly – until you find the right combination letters. A very innovative (and fun) idea.

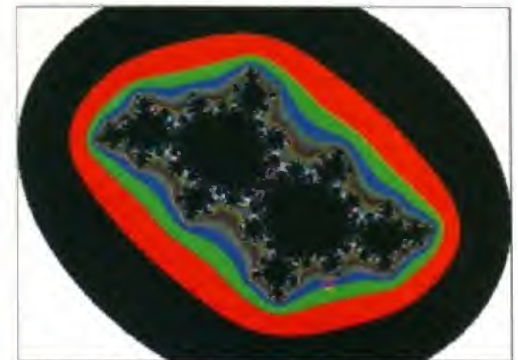
Completing the list is *Balloon Burst*. A clown walks back and forth across the screen, with a lot of balloons floating above him. Pressing the mouse button makes the clown shoot upwards – the idea is to shoot the balloons with the correct letter on them. There's an on-screen clue which describes the word,

but if you just shoot all the balloons you'll get there anyway.

The graphics are bright and colourful, everything moves smoothly and you don't get stuck. If you want you can switch the speech on (so the Amiga tells you what's going on, albeit in a robotic voice). Each act has three difficulty levels too – it's great.

FRACGEN II

DEJA VU (AMOS PD) LPD36



Getting a Julia set is fairly easy with the system – this took about an hour to do and colour-cycles quite beautifully with *DPaint III*.

Bored of Julia's? Sick of the sight of Mandelbrot's? Want to see some different fractals on your Amiga screen? Look no further.

Fractals are those oh-so-pretty graphics that you often see on Channel Four programs about computers. The easy way to think about them is as a graph. Yes, they have lots more colours and shapes than a standard mathematical graph, but the principle behind them is much the same. This can draw lots of different kinds of fractal, including Julia and Mandelbrot sets, but also includes many other weird kinds of fractals. Although very easy to use, because the programs are all written in AMOS BASIC the images are a tad slow to appear. Still, it's nice to see some people doing some different things with fractals.

UTILITIES PACK

17 BIT 1211

Now this is good. If you're starting to explore the mysteries of the Shell or CLI, and you are a bit stuck as to how to write startup-sequences, then this disk will give you a few clues. It's got a beginners' section with documents on using the standard Workbench commands like CD, Type, Copy and so on. Then it goes on to including oddball PD commands like PPMORE, Showpic and so on.

The disk is very well-documented and very easy to use (which is saying a lot, considering it uses the CLI exclusively). It introduces ideas like Workbench hacks

Continued on Page 175

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- 641 Speedbench, a faster loading W/Bench
- 647-653 Volumes 1-7 clip art by Andy Hughes {may be purchased separately if required}
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- 793 Red Sector demo maker V1.0 great! (*)
- 813 Startrekker V1.2 Soundtracker clone
- 819 NICALL V2.1, teach your Amiga English!
- 843 ICONMANIA, mess about with icons, good
- 846 Joy of Printing, 28 new Amiga fonts
- 868 Utils disk 1, By C. Palmer, V.Good.
- 877 NORTH C V1.3 please note 2 disk set
- 898 Audio Magic V1.1, full of useful utils
- 945 Graphics utils, V.Good run from W/B
- 956 C-Manual V2.0. Please note 4 disk set
- 993 Master Virus Killer V2.1, kills 12411
- 994 Q-Base, (data base) and Spread also.
- 996 A-Genie, a Genealogy data base (*)
- 997 Sound Applications, please note 2 disks
- 1008 Graphics Management, V.Good 2 disk set
- 1017 Deskbench, smarten up your workbench
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- 1019 Icons, all that a good deskbench needs
- 1027 Blitterchips fonts disk for the RED-SECTOR demo maker. 22 Fonts, size 32 by 32 ready for you to use, don't miss this!
- 1060 MED V3.11b, latest bug fixed version!!
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- 1062 Something for nothing, great set of graphic utils etc, V.Good, note 2 disk set.

ANIMATIONS

- 4 Walker demo 1 from Star Wars (*)
- 5 Walker demo 2 from Star Wars (*)
- 16 Luxor Teenager, Ray traced animation (*)
- 43 Puggs in Space, a cute and funny demo
- 79 Education of Cool Cougar, very funny (*)
- 101 The very famous "Gymnast" demo (*)
- 291 The Lotus car chase from Agatron (*)
- 313 Revenge Horror show, for psycho's only
- 394 Stamp collector, an old but good demo
- 444 Fillet the Fish, similar to Puggs demo
- 487 Magician and Jagger Requires w/bench (*)
- 582 Stealthy II Manoeuvres, great cartoon (*)
- 625 Juggler II, the Juggler meets a lady (*)
- 631 Steves animations 1, has 8 cute anims
- 632 Steves animations 2, has 6 cute anims
- 633 Batman the Movie, funny and amusing (*)
- 762 Porky Pig animation, funny cartoon (*)
- 763 Basketball player, superb ray tracing (*)
- 789 Steves animations 3, has 6 cute anims
- 790 Steves animations 4, has 5 cute anims
- 791 Steves animations 5, has 6 cute anims
- 805 Franklin the Fly, hilarious and funny (*)
- 863 Iraq demo, rather comical animation
- 865 Coyote Strikes back, poor Roadrunner (*)
- 866 Ami versus the Walker as reviewed (*)
- 913 Mars, smooth space fighter animation (*)
- 917 Juggette and Juggette the revenge (*)
- 1041 Trackball animation by Dr. Gandalf (*)
- 1044 Chaos in motion, Mandelbrot 2 disks (*)
- 1046 Ultra graphics anims, Ghostbusters (*)
- 1047 Anti-Lemmings, superb anim from Eric-Schwartz, needs, 2 Meg mem, 2 drives, (2 disks)

MUSIC

- 2 I should be so lucky by Kylie (2 disks)
- 301 Darkstar's music 9, 14 tunes (2 disks)
- 417 Electric Youth, Debbie Gibson (2 disks)
- 420 Lumberjack song, Monty Python (2 disks)
- 478 Made in Heaven by Kylie (2 disks)
- 525 Flash by Queen, superb sample (2 disks)
- 581 D-Mob music 4, good music (2 disks)
- 703 808 Remixes from the Beatmaster who else?
- 716 Bomb the Base, 8 fab tracks to listen to
- 718 Revolutions by Jean Michelle Jarre
- 722 Vocal attack the sequel, thumping music
- 723 Sounds of DOB II, 17 tracks of music (*)
- 767 The 900/Oxygen remix, collect it now (*)
- 770 Arcane music, 11 tracks for you to play in a Silent Way, Don't miss this disk!
- 794 Crusaders does Genesis, superb (*)
- 796 Doin' the doo, B. Boo (2 disks/2 drives)
- 799 Wanted-Dead or Alive (2 disks/2 drives)
- 847 The Wall by Pink Floyd, sample of hit
- 848 A kind of magic, by Queen, sampled (*)
- 849 Do they know it's Christmas (2 disks)
- 856 The power of love, Huey Lewis (2 disks)
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- 969 Walk like an Egyptian by Bangles, sample
- 970 If only I could, Sidney Youngblood sample
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- 978 Give Me what I want, Sam Fox sample
- 980 Jarre Live, eleven good tracks of music
- 1030 Vivaldi's Four Seasons more of Rob Baxters superb classical music (2 disks)
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- 1081 Groove is in the Heart, sample (*)
- 1082 Walk this way, remix by N. Henhorn
- 1084 The Golden Stars top twenty (2 disks)

GAMES

- 78 The Holy Grail, a very good adventure
- 223 Moria. Another adventure game (*)
- 317 Star Trek. Please note, 2 disks
- 362 Callisto, Daleks, Puz and Pontoon
- 363 The Golden Fleece, a text adventure (*)
- 374 Colossus, another adventure type game.
- 418 Frantic Freddie the P.D. game, good fun
- 441 All New Psuedo Cop game, a shoot em up
- 458 Castle of Doom, adventure with graphics
- 459 Buggy Commando, playable demo, good fun
- 460 Flaschbier, a boulderdash P.D. game
- 477 Return to Earth, Space Combat/adventure
- 485 Grav-Attack, 17 distinct levels
- 511 Train Construction, make your own tracks
- 551 Cluedo and Monopoly, 2 great games
- 552 Eat Mine, has 80 screens to play at
- 553 Retaliator and Pacman, 2 great games
- 555 Drip, a painter type of game, great fun
- 556 Super Off Road Racer, playable preview
- 557 Silkworm 4, Playable shoot em up demo
- 558 Murder, an adventure playable preview
- 559 Back to the Future, playable preview
- 562 Spaceblitz, 4 good games to play
- 644 Horror Zombies, playable game preview
- 646 Tennis, great game of tennis (*)
- 665 Killing Game Show, playable preview
- 666 Plotting, 5 level playable demo, brill
- 668 Cybercon III, playable game demo
- 672 James Pond and Paratroid playable demos
- 699 Yelp, a Painter type game, Multi-levels
- 700 J.A.R. avoid the monsters, addictive
- 746 Paratroid, playable preview, fast action
- 749 Turricon, playable shoot em up demo (*)
- 899 Wraithed One, super fast quiz game
- 900 Blizzard, fast scrolling shoot em up
- 902 Mayhem, avoid the traps, addictive
- 1012 Excalibur, great shoot em up (*)
- 1014 Chinese Checkers, similar to solitaire
- 1015 Megaball, very good breakout game
- 1028 Rings of Zon, adventure type game (*)
- 1029 Seven Tiles, superb ball game, get it
- 1064 Ultimate Ride, playable preview. Good
- 1066 Simpsons game, simple shoot em up
- 1067 Star Trek, another simple shoot em up
- 1068 Twintris, superb Tetris variant
- 1069 Downhill Challenge, playable demo
- 1072 Battle at the edge of time, shoot em up

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- 121 Mental Hangover by Scoopex, v. good
- 174 Ian & Micks mega demo, 9 parts to this
- 199 Red Sectors mega demo, Brill (2 disks)
- 201 R.A.F. mega demo, superb (2 disks)
- 287 Golam Gates Mega demo II, worth getting
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- 321 Fractal flight animation, unusual demo
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- 475 Dream Pack by Tom Soft, very good disk
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- 547 Materialized, Cryptoburners superb demo
- 594 Hit the Road by Flash, (2 disks)
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- 598 Fractal animation, super mandelbrot (*)
- 599 Neverwhere by Crionics, interesting
- 614 Monty Pythons "Nudge Nudge" (2 disks)
- 617 The Byte Busters Mega demo, good
- 654 Olympia, parallax scrolling at its best
- 655 Unreal game demo, to show off your Amiga
- 656 Pussy Innership, good graphics and game
- 657 Goldfire mega demo, nice lips!
- 750 Budbrain II a new disk from Budbrain
- 751 Colour Cycling, superb effects, get it!
- 759 Amos Creator II demo, official release
- 807 Evil Dead demo, for all you Psycho's (*)
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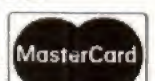
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<p>UTL36 - Antiflicker (with English documentation) Biorythms, Messy DOS, Nodick (stops drives clicking), Spectrum Emulator, Better Speech (improves pronunciation of some words), Disk Salvage, Kick RES (allows you to use a kickstart disk as on the A1000)</p> <p>GAM15 - Air traffic control, Star Trek Trivia, Monopoly, GRA12 - Dr Who digitised slideshow 1. Featuring all 7 doctors.</p> <p>GRA13 - Dr Who digitised slideshow 2. Featuring the 4 most recent doctors.</p> <p>GRA14 - Star Trek: The Next Generation digitised slideshow 1</p> <p>GRA15 - Star Trek: The Next Generation digitised slideshow 2</p> <p>GRA17 - Blakes Seven "StarDrive" digitised slideshow from this final series episode</p> <p>GRA23 - Doctor Who Gallifreyan slideshow from the Doctor's home planet</p> <p>UT131 - Includes ST EMULATOR that runs loads of non-</p>	<p>crunched software (needs 2 drives) Powerpacker v2.36 Noisetracker v2.0, Virus X4.4</p> <p>FISH37 - The C Manual (1 disk archived or 3 disks unarchived for single drive users, please state)</p> <p>FISH344 - ROM Kernel Reference Manual Companion. FISH Disks 95, 110, 143, 161, 295, 328, 340 and 347 also in stock.</p> <p>UTL26 - (2 disks) Video Applications. Numerous programs for use with a Genlock</p> <p>UTL37 - PC Emulator with CGA graphics</p> <p>GRA25 - "The Five Doctors" Digitized slideshow from the Doctor Who 20th anniversary program.</p> <p>GRA26 - Doctor Who slideshow featuring the four most recent Doctors from various episodes.</p> <p>GRA27 - Blakes Seven digitized slideshow from the final episode</p> <p>UTL25 - (2 disks) - TV Graphics. Various graphics, screens and fonts for use with a genlock.</p>
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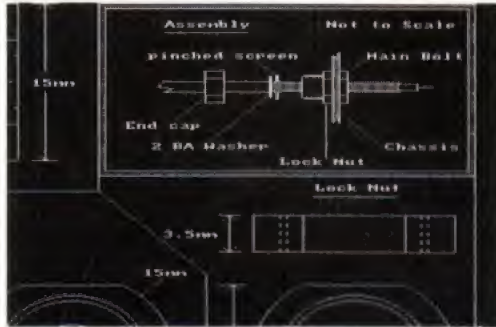
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– programs which customise the look and feel of a Workbench disk – and similar foreign concepts. It won't tell you everything, but if you're planning on getting a utility disk just to see what they are, then I would get this one.

T-TEC DRAW DEJA VU (AMOS PD) LPD35



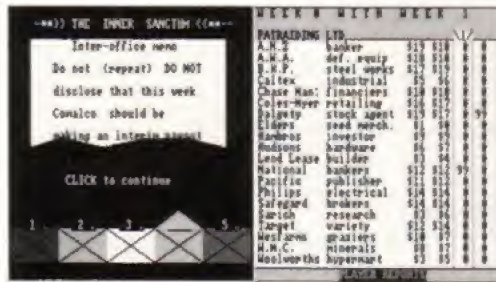
OK, so maybe the drawings that T-Tec Draw produces are a bit simplistic, but it's quite a nice program to actually use – you can scroll to the on-screen piece of paper you want very quickly.

Technical drawing is an abstract, precise form of art. You have to draw objects in engineering detail, showing cross-sections and odd elevations. Sure, you can use *Deluxe Paint IV* for this, but you're wasting about 95 per cent of the functions.

T-Tec Draw is a simple AMOS program for drawing straight lines, circles, distances and other technical details. It's not perfect (the menu options are very obscure until you play around for a while).

The cute feature is that the screens are drawn on an area twice as big as the screen horizontally and vertically. So if you use a scale of 1mm equals one pixel, you can draw something 640mm wide by 400mm high without squinting at an interlace screen. Hopefully a better version will follow.

INSIDERS CLUB 17 BIT 1166



All the smart people pay a visit to the Insider's Club, just pay the fee and get an envelope containing some very juicy information.

Playing the stock market has always been a bit of a mystery to me, and I wasn't expecting much from this game. It's got lots of text screens, not much in the way of graphics and the computer tends to hammer you every time, even on novice level.

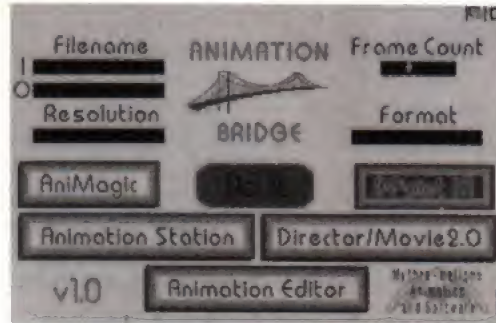
The idea is very simple – you start with full ownership of one company and some money in the bank. You have to speculate on the market, see what market forces affect a company, and make a calculated decision as to whether the price of the shares will go up or down.

Alternatively, you can get some inside information. This always costs, but the results can be very lucrative: if you know that a company will be announcing a dividend soon, it's time to get some shares in that

company. You get the dividend, up goes the share price and you can sell the shares the following week to get capital for your next venture.

The *Insider's Club* is a light-hearted game of yuppie capitalism. It's quite funny to think you're doing well, only to see that the computer opponent has bought half the companies in sight and has £50 million in the bank. That's life... I'll beat it one day.

CONVERSION PACK AMIGANUTS 1143



Looking a bit long in the tooth now, *AnimBridge* was once the only program for standardising Anim files to the correct standard. It's just one useful program from the *Conversion Pack*.

Got some ST, CBM64, PC or MAC graphics that you want to import into your Amiga? This disk could well help you. For a start, it's got the *MessyDOS* program up and running on it all the time, so it can easily read and write PC type disks.

There's extensive documentation for actually using all the programs. Options for file include: CBM64 Koala pictures, TIFs, GIFs, MACPAINT, PET ASCII, 24 bit to HAM-E (so you can take 24 bit raw images of red, green and blue from whatever source and convert them to HAM-E, even if you don't have HAM-E) and also a couple of IFF to raw binary converters. Oh yes, and ST Degas and Neochrome pictures can also be translated to IFF format.

Just for laughs, the *AnimBridge* program has been put on here as well. This program will convert Anim files (animations that are produced by various pieces of Amiga software) into the official Anim5 standard – many programs put their own bits and pieces of information into Anim files, which can lead to problems when using the data with different programs. This disk is well worth getting if you have access to pictures which you want to import onto the Amiga. Thank Pod for putting it all together.

BUDDBASE DEJA VU (AMOS PD) LPD28



The demo database file on *BuddBase* is all about Bonsai trees. Maybe that's a little strange, but actually storing and retrieving information on Bonsai (or anything else) has never been easier.

Good heavens, a new database program that's actually worth mentioning! *Buddbase* has three things going for it. It works on 0.5 Mb Amigas and up, so there's no problems with memory (all data is stored on disk). It works with hard disks, so it can handle fairly large databases. Finally it's very easy to use.

Before firing up, so to speak, the program goes through some loading options. These appear one at a time on the screen, and you have two choices to each one – load new database/use a database from disk, use floppy/hard disks and so on. The only slightly fiddly bit is loading a database, but there's an option to view all the databases on a disk – very handy.

Using the program is simple. True, it takes a few seconds to read a record from disk, but there's lots of scope for searching through a database and going to the right record. Well done John Brain – it's nothing special in itself but the presentation is spot on.

PD NEWS

As mentioned last month, the *Master Virus Killer V2.2* is now available, exclusively from Amiganuts United. Sadly, the author Xavier LeClerq has got tired of all those people who have not paid their shareware contributions for former versions, and so the best all-round (and easy to use) virus killer is now Licenseware. It costs £5, and I definitely recommend it. It's the only program in its class capable of detecting 153 viruses (including the new *Saddam Hussein* virus which hides in disk-validator files).

On a different note, the AMOS PD library has undergone a name change. Sandra Sharkey is now accepting non-AMOS programs into the library. To avoid confusion ("Oy, this ain't written in AMOS!") AMOS PD is known now as *Deja Vu*.

Finally, Senlac has got a licence to distribute the full version of *3DMaster*, the fast ray-tracing program I mentioned in *Amiga Format* 25, for £35. It saves you writing to the States, and although it's rather expensive for PD Update, I defy anyone to try and find a ray-tracer as good as this one for about the same price. (Now cue a pile of letters).

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- AG.31 **Simpsons**; vertical scrolling shoot-em-up style game! (SEUCK)
- AG.32 **Legotris**; another Tetris style game, amusing digitised sound effects.
- AG.34 **Tile Game**; AMOS games creator variation on the old 16 puzzle.
- AG.35 **Cave Runner**; Commercial quality Boulderdash style game! Excellent!
- AG.36 **Wizzys Quest**; Professional quality arcade puzzle game.
- AG.37 **Ring of Zon (vol. 1)**; Ultima style fantasy/strategy game..
- AG.38 **Star Trek - Arcade game**; SEUCK produced scrolling shoot-em-up.
- AG.39 **Wacko in Wonderland**; Platform game with large graphics! Cute!
- AG.40 **Metagalactic Llamas**; Classic Commodore 64 game by Jeff Minter!
- AG.41 **Wet Beaver**; version of original tennis game with digitised sound (Mb)
- AG.42 **Games galore**; Star Trek Trivia, Pharaohs Curse, Monopoly, Mazeman, Roll On, Dad, Cosmo 2, Cat and Mouse.
- AG.43 **Gridrunner**; Classic Jeff Minter shoot-em-up. Rebound; Arkanoid style, Invaders; Space Invaders version.
- AG.44 **Sorry**; the board game, Flipper Missile, Blackjack, Video Poker etc.
- AG.45 **Seven Tiles**; Superb Speedball style game with digitised effects!

GAMES (continued)

- AG.46 **Megaball**; Brilliant Arkanoid style game with Editor!
- AG.48 **Diplomacy**; War Strategy game
- AG.49 **Eat Mine**; Emerald Mine copy. 80 levels of brain straining action.
- AG.50 **Master of the Town**; Shooting Gallery. Smash Windows, lamps etc.
- AG.51 **Frantic Freddy**; Platform game, good conversion of C64 favourite!
- AG.52 **Block It**; Superb Puzzle game!
- AG.53 **Nakamoto**; Great Platform game.

SOUNDTRACKER

- SND.01 **Soundtracker**; Four versions of this favourite Music creation program.
- SND.02 **Soundtracker 4**; alternative version + instruments disk (2 disks)
- SND.05 **Soundtracker 8 Track**; Superb! Plus converter for 4 track files...
- STI.01 to STI.08 **Digital Soundtracker samples**! 8 disks packed with 100's of files! (Buy one or all 8 for £7.99)
- STS.01/02 **Sampled effects**! (2 disks)

EDUCATIONAL

- AE.01 **Blackboard Maths**, Concentration Colourpad, Cat & Mouse, etc (age 5+)
- AE.02 **Spellquiz**, Wheel of Fortune, Tug 'o' Word, Maths Test, etc. (Age 5+)
- AE.03 **Fractals**, Desktop Calculator, Function Plotter, Evolution (Age 11+)
- AE.04 **Gravitywell**, Weatherman, Gravsim, Airfoil... (Age 11+)
- AE.05 **World data Bank**: CIA world map, 3D Plot, Calendar Factory, (11+)
- AE.06 **Talking Spelling Tutor**, Speech Toy, German Language Test, Elements, Globe, Geotime (2 disks) (Age 11+)
- AE.07 **Educational graphics**; Technical illustrations; Biology, Astronomy etc. Some animated (eg. pumping heart) Load into Deluxe Paint etc. (Age 9+)

SLIDESHOWS

- AS.01 **Boris Vallejo 1**; Professional quality graphics in interlaced HAM!
- AS.05 **Exodus Real 3D show**; 9 very impressive Ray traced pictures.
- AS.06 **Swimsuits**; Great pictures from the U.S. Sports Illustrated mag.
- AS.12 **M.C. Escher**; Animated slideshow of Eschers paradoxical artwork...
- AS.20 **Slideshow Construction**; Pictures scroll up/down, fade in/out! etc...
- AS.22 **Viz**; Digitised pictures from the wonderful Viz magazine.
- AS.23 **Agatron Slideshow 10**; Ray Traced pictures of Star Trek ships including shots from T. Richters impending video
- AS.24 **NASA**; 14 Hi-Res digitised pics of Space Shuttle, Space Stations...
- AS.25 **Fraxion Slideshow**; Fantasy pictures, expertly digitised in HAM
- AS.26 **Neighbours**; Pictures from TV! (Rude comments in speech bubbles)
- AS.27 **Tobias Richter Slideshow**; Hi-Res pictures with a Sci-Fi theme..
- AS.28 **Gorezone**; Sick Horror pictures!
- AS.29 **Colourpic**; Digitised pictures produced with Colourpic and Superpic Real Time Video digitisers.

CLIP ART

- AC.01 **Deluxe Paint**; lots of quality pictures in low, medium & high res.
- AC.02 **Pagesetter Art**; Animals, Food, Computers, Fantasy, Holidays...
- AC.04 **IFF Alphabets**; 30+ screens of character sets and surfaces...
- AC.05 **Animals**; Anatomy, Buildings...
- AC.06 **Cartoons**; People, Animals...
- AC.07 **Holidays**; Flags, Flowers etc.
- AC.08 **Music**; People, School etc.
- AC.09 **Signs**; Titles, Logos, Headings.
- AC.10 **Teddy Bears**; ideal for present labels, greetings cards etc.
- AC.11 **Nightclub**; Vintage Cars, Bikes
- AC.12 **Colour**; Occasions, Transport, Signs, Electrical, Architecture.

UTILITIES

- AU.01 **Jazzbench**; Workbench upgrade with many indispensable features!
- AU.02 **UEdit**; Excellent file editor, a vast improvement on Ed!
- AU.03 **QL Emulator**; plus 2 data disks packed with files. Superb! (3 disks)
- AU.10 **Graphic Utilities**; Fontfixer, IFF Convert, Palette Convert etc...
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- AU.26 **Complete C Manual**; packed with info on C programming, 11 chapters plus 70 executable examples! (3 disks)
- AU.27 **Amibase (v3.76)**; Professional quality, multi-featured database!
- AU.29 **Mash Booter disk**; 20+ utilities Boot Makers, Editors, Rippers...
- AU.30 **Mash Booter Disk 2**; 25+ util's, IFF convert, Icon Maker etc.
- AU.31 **Ghostwriter**; Popular, easy to use Intro and Demo Maker (Mb)
- AU.32 **Label Designer**; Design and print black & white or colour labels.
- AU.34 **Game Music Creator**; Midi compatible music composition program
- AU.35 **Quickbase**; Easy to use Database Ideal for address book or similar!
- AU.36 **Rainbow Writer**; Demo maker, Scrolly text, 3D stars, various fonts, font edit, load Soundtracker modules!
- AU.37 **mCAD**; CAD package, superb value for money, professional features!
- AU.38 **Ultimate Icon Disk**; Great icon creator, nice and easy to use!
- AU.39 **Red Devils Utilities 6**; 30+ utilities SID, Power Packer...
- AU.40 **Red Sector Demo Maker**; Powerful program for creation of demos (Mb)
- AU.41 **Mandelbrot Generator**; Superb, written with AMOS language.
- AU.42 **Rippers Guide**; Various music and graphic rippers. Very good
- AU.43 **Master Virus Killer**; Ultimate in Virus Killers, will detect over 124 different viruses & boot blocks!
- AU.44 **Immune**; Use with above, will prevent disk contracting viruses!
- AU.45 **Slideshow Construction Kit**; easy to use Slideshow creator.
- AU.46 **Home Utilities**; Wordwright, Word Processor, SCalc; Spreadsheet, Label Print: Label Printing utility.
- AU.49 **Ripped Fonts & Logos**; Colourful character sets extracted from various demos, use in your own demos/programs
- AU.50 **Scene Generator**; Fractal Scene Creator with great preview facility!

FONTS

- AF.01 **Cosmopolitan**; Rangers, Peignet, Avant Guard, Aldous, Celtic etc...
- AF.02 **Fancy**; Hollywood, Park Avenue, Broadway, Camelot, Courier, Ham...
- AF.03 **Publishers**; Helvetica, Akashi, Andover, Bookman, Boxie, Times...
- AF.04 **Various**; Unusual, Videofonts, Large & Small fonts... Utilities.

HELP!

- AH.01 **Adventure Game Solutions**; More than 100 including: Dungeon Master, Future Wars, Ultima 1 to 5, Sierra, Infocom, Bards Tale, Zak MacCracken, Maniac Mansion, Rainbird...Every Adventure players dream! (2 disks)

DEMOS

- AD.01 **Walker 1**; Digitised animation of Star Wars Imperial Walker (Mb)
- AD.02 **Walker 2**; Digitised animation of Walker and helicopter! (Mb)
- AD.04 **Probe Sequence**; Incoming video pictures from an interstellar probe landing on an alien planet! Amazing!
- AD.13 **Walking Cat**; Amazing Revolving digitised animation of walking cat!
- AD.18 **Puggs in Space**; Amusing cartoon of alien creature exploring Earth!
- AD.21 **Busy Bee**; Amazing Sculpt 3D animation of a large flying Bee! (Mb)
- AD.22 **Democreators**. Create your own demo's with; Bootwriter, Bootmaker, Bootboy, Boot generator etc...
- AD.23 **Ship and Sphere**; Ray Trace film of space ship and glass sphere. (Mb)
- AD.24 **NewTek Demo Reel 3**; Incredible professional demo of NewTek product range features superb sampled sounds, digitised animations... (Mb-2 disks)
- AD.25 **The Run**; 3D film of Lotus chase through traffic with police car! (Mb)
- AD.29 **Predators Megademo**; Brilliant demos including 2 games! (2 disks)
- AD.32 **Vision Megademo IV**; Superb Digitised music and sound effects!
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- AD.41 **RGB**; Badgkiller competition winner! Produced with Director! (Mb)
- AD.44 **Laurel and Hardy**; Digitised clips from various films! (2 disks)
- AD.45 **Star Trek, Dry Dock Demo**; The highly praised Ray Trace masterpiece!
- AD.46 **Stealthy Manoeuvre II**; Cartoon style Stealth Fighter animation.
- AD.47 **Walker Demo**; The incredible 2 Megabyte animation (2Mb - 2 disks)
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- AD.49 **Budbrain Productions**; Quality animations including Movie! (2 disks)
- AD.50 **Budbrain Demo 2**; Great sound, great graphics, another classic!
- AD.51 **Fishtank demo**; Animation of sea creatures miming in time to music!
- AD.52 **Popeye meets Beach Boys**; Very amusing singing combination...
- AD.53 **Iraq demo**; Mini film involving Saddam Hussain and John Major!
- AD.54 **Simpsons**; Digitised: Do the Bartman plus great Bart slideshow!
- AD.56 **Phenomens Megademo**; Trip to Mars; Fly around 3D landscape, Plus: Ray-Trace Fractal demo, Light Sourced World animation etc. GET THIS! (Mb)
- AD.57 **Real Ghostbusters**; Space Ace style cartoon animation (Mb)
- AD.58 **Applecus**; Ray Traced apples replace beads on animated abacus! (Mb)
- AD.59 **Plasmutex 91 by TFA**; Super smooth animations! Truly amazing!
- AD.60 **Magician**; variation of Juggler, excellent Ray-Traced animation! Plus: Jogger; Large ray-trace figure
- AD.61 **Franklin the Fly**; Very amusing series of animations...(Mb)

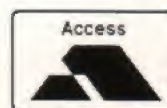
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PD Demo Zone



VISTA DEMO

17 Bit, Disk 1194



If you think that fractals are just for scientists and maths boffins, then you should have a look at this slideshow. The disk contains various screens produced with the Vista package, a program which uses fractals to create realistic landscapes and horizon effects. If you're still not convinced that fractals can be interesting then you won't be!

MANIC RAVES

17 Bit, Disks 1229 and 1230

This demo is a pretty straightforward music disk. The tunes are loaded up in sequence and the music is accompanied by a rather pretty rotating cube which pulsates in time with the tracks. The music itself ranges through various acid and rave artists, including Stakker's 'Humanoid' and D-Shake's 'Yaaaah!' Rave fans should definitely check it out!

REAL PINBALL ANIMATION

17 Bit, Disk 1140



This demo is basically a front-end to a pinball game which may appear in the future. Produced using *Real 3D*, the animation is a short clip featuring a large metallic title with two balls floating on a silvery liquid. The look is very swish and polished, but it's one of those 'a little on the short side' demos. If someone starts producing decent-length animations with this style, it will be something to watch out for.

COLOUR CYCLE ANIMATIONS

17 Bit, Disk 1173

Even though *Deluxe Paint II* didn't have any 'anim-painting' features, some pretty impressive effects can be accomplished simply using colour-cycling. One artist has put together this disk containing a series of cycling pictures to show off the effects which are possible. The subject matter ranges from raindrops through watches and machines to more surreal geometric shapes. This disk is a real inspiration to those who haven't upgraded to *DPaint III*.

It's getting late on in the year now and the rest of the family is starting to hint about that time of great joy and bank overdrafts. You know what I mean, readers? I'm sure you do! And what's more, the last of the coppers in your high-interest account won't stretch to the price of a new spiffy computer product! So what do you do? You listen to PD man **Maff Evans** as he fills you in on the latest disks on the PD demo scene, that's what.

THE BOINGS

17 Bit, Disk 1093

1Mb required



A simple little ray-traced animation this, but cute none the less. Two spring-loaded, Zebedee-like creatures hop up and down on a chessboard horizon for your amusement. It's amazing the things that keep people happy these days isn't it? Give these guys their own cartoon show!

CONGAMAN AND WINDMILL

17 Bit, Disk 1096



Two more ray-traced animations for your delight! The Windmill animation is pretty old and will probably already be in many of your collections. However, the really nifty anim is the Congaman clip. This features a rather cool-dude bongo player hammering out his Conga Rhythms, so get on down... well perhaps if there was some music...

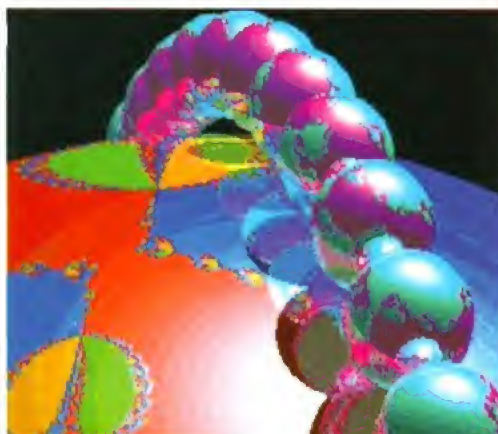
TAXI DRIVER

17 Bit, Disk 1110

All right, all right! I have to own up! This demo isn't technically that special, but it's *Taxi Driver* for Gawd's sake! What better reason could you possibly want? The animation is pretty fierce-looking though, being taken from a rather gripping section of the classic film. If only it was a little longer...

ALPHA OMEGA

17 Bit, Disk 1206



This demo is a nice variation on the fractal theme. Instead of simply flinging lots of shapes and Mandelbrot sets at you, the animations combine the various ethics behind fractal mathematics into some nice animations. These range from normal filled vectors to a rather nice fractal-covered, ray-traced anim. The end scene where no matter how many times you zoom into the letters you get even more letters, is particularly stunning - if a little mind warping.

STAR TREK ANIMATION

NBS, Disk D549

Another Tobias Richter disk! Just when you thought you'd seen the last of them! This is pretty much what you'd expect from the German pixel-master - lots of Star Trek ships drifting around in space with the camera zooming and panning after them. Technically excellent and very atmospheric, as always. How does he keep doing it?

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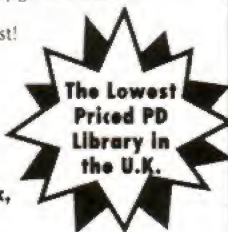
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INSPIRATION IS NONE

17 Bit, Disk 1188

This demo is yet another ray-traced sphere animation. As the title suggests, there is little inspiration behind the clip, but it is pretty! And those colours.... Ooh, they remind me of a summer's day!

INTROS COMPILATIONS 59 and 61

17 Bit, Disks 1060 and 1180



These demo disks are usually pretty run-of-the-mill, looking virtually identical to thousands of other demos. These two however, feature a couple of pieces worth noting. Compilation 59 features a rather interesting piece containing images and data on all the planets in the solar system – just the thing for those science lessons! Compilation 61 is mostly dull stuff, but the Star Wars vectors in the demo are well worth a look.

MARS FLIGHT

17 Bit, Disk 1092



Another futuristic 3D animation, this time showing a cruiser craft on its approach to the landing bay on Mars. On its journey, the craft passes animated radar towers and flies between the city skyscrapers, while ground craft shuttle backwards and forwards across the surface. This will run OK on any machine, but those of you lucky enough to have hefty memory expansions will get the full clip to be impressed by!

TRACKBALL ANIMATION

17 Bit, Disk 999



This is a fairly old anim, but it's quite impressive. The ray-traced clip features a ball running around a strange machine, including whizzing up a lift, descending a spiral ramp, being catapulted in the air and finally dripping out of a tap to begin its journey once more. Surreal cartoons... don't you just love 'em?

GHOSTBUSTERS AND HUNGRY HORSE

X-Press PD



The two animations on this disk are your straightforward, TV-cartoon style jobs. The action is really frantic and the colours are very bright, it's just the kind of thing that a cartoon demo needs! The subject matter and actual scenes aren't too original, and they could do with being extended somewhat, but they are both fairly nicely done. Maybe in a few months we'll see more innovative stuff from these guys to entertain us. We'll just have to wait and see...

REAL 3D SLIDESHOW

17 Bit, Disk 1192



Continuing the theme from the *Real Pinball Animation*, this disk contains some pretty groovy pictures that have been rendered with *Real 3D*. The subject matter ranges from normal objects such as fans and bike wheels to far more surreal scenes featuring textured spheres and strangely-coloured landscapes. These pictures show up the power of the Amiga's graphics when you get a decent system of creating pictures. With this kind of power anyone can be an artist! (End of sales pitch).

ASTEROID ANIMATION

17 Bit, Disk 998

This is one of the PD Classics range, which features some of the best (and perhaps little known) animations from PD history. This disk contains a simple but rather smart animation of a *Star Wars* Rebel X-Wing fighter flying its way through an asteroid field. The movement is really smooth and the 3D is convincing – the animation even loops without a single glitch. It just goes to show you that sometimes even the simplest of ideas can be quite effective.

ALIEN BLIPMOVIE

17 Bit, Disks 1023 and 1024

Requires two drives

No flashy effects on this demo, just straight digitised pictures telling the story of Ridley Scott's classic science-fiction thriller. The grabs, taken at key points during the plot, are all clear and well digitised and make an interesting and atmospheric slideshow. If those 'Picture-Book of the Film' things can sell for a fiver, then a quid for pretty much the same thing on your Amiga is a real steal!

DRUMS AND PIPES

17 Bit, Disk 1231



This is basically a juke-box style demo featuring eight tunes by two fellows called Joe and Lune. Most of them are pretty weak (like the awful rendition of 'Enola Gay'), but two of the tracks, Saddam's Fun and Crosslock, are two of the most kicking, powerful PD dance tracks I've heard in quite some time. The disk is worth it just for these two tracks!

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- 9) Inspiration Is Non
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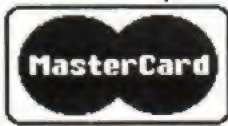
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I have an A500 with 1Mb internal RAM, the A1011 floppy disk drive and an Action Replay II. Because I needed more RAM I bought the SupraRAM 500RX with 4Mb installed.

According to the review of the SupraRAM: "It even worked fine with the Datel Action Replay II". However, when I connect both the cartridge couldn't freeze. Whenever I pressed the button it gave a guru.

I think I have too many add-ons for the power supply to cope with. So what do I do, buy the power supply for the Supra or should I try a bigger one for my Amiga?

WOUTER BRUGGEMAN, HOLLAND



Although the SupraRAM has few components of its own, adding 4Mb of RAM could necessitate buying a bigger power supply.

You could well be right. It could be that the memory chips you have in your SupraRAM are a bit heavy on electricity, but in any case you will need more power. The easiest option would be to buy a bigger power supply (WTS 0582 491949 or Evesham Micros 0386 765500 in the UK), as fitting a supply in the memory expansion will probably mean sending it all the way back to America.

MONITOR WONDERS

I'm sitting here tapping away on my Amiga, looking at my £25 second-hand TV set. It's about time I got something better and handed on the set to my nephew to use with his Spectrum +3. After looking through lots of magazines and asking people's opinions I have come to one conclusion: I'm more confused than when I started!

- 1) I see that some monitors only do one resolution, that is high or medium resolution. Does this mean if I bought a high resolution job, would low or medium resolution pictures be distorted or simply not display at all?
- 2) Are multisync monitors generally better or do they have some drawbacks compared with non-multisync single resolution type?
- 3) I read a lot about flickering. Does this happen with all monitors?
- 4) I know that some monitors do not have sound (no loudspeakers in them). Can I fit some sort of mini amplifier and a set of loudspeakers? Can you take off the speakers on a stereo sound monitor or are they built in?
- 5) Are monitors limited to very small sizes, 12 or 14-inch? After using a 21-inch TV set the thought of a small screen puts me off. Do large monitors - if they exist - have inferior picture quality?
- 6) Are there any special problems with getting

Workbench

Another month's worth of the usual mountain of tips, troubles, puzzles and answers. **Pat McDonald** discovers and discusses...

monitors repaired if they're out of warranty? Can a local TV repairman cope?

7) What exactly is picture burn in? Is it a real problem or an irritation?

8) Could you please recommend a good monitor, based on these factors: colour, all Amiga resolutions, stereo sound with detachable speakers and a headphone facility, large screen (17 inch or bigger). How much would such a beast cost?

PHILLIP EBBANS, WALSALL

1) There is no established standard for graphics resolution. Generally, a medium resolution monitor will cope with all Amiga graphics modes except interlace (double horizontal screen sizes). These will flicker, but little software uses this mode: usually 3D rendering programs like *Draw4D*.

2) Multisync monitors are much better than non-multisync types (clearer colours and crisper pixels). They will also display rock steady interlace images if you have a flicker fixer installed inside your computer and if it is correctly wired up. You can use a multisync without a flicker fixer - but don't forget that interlace screens will flicker of course.

3) Only interlace modes flicker, unless you have a

multisync and a flicker fixer. This combination produces rock-steady images in all graphics modes.

4) Yes, the Amiga has standard stereo phono sockets to wire up to a HiFi. I have never seen a monitor with detachable speakers, and also note that some stereo monitors in fact have only one speaker. Much the same as some stereo TVs have only one speaker!

5) Monitors larger than 12 inches can be bought, but they are specialist and extremely expensive, because monitor quality TV tubes are difficult and costly to manufacture in large sizes. They are also unpopular because they take up more space.

6) Multisyncs or better are tricky for local TV repairmen to fix, but average monitors are quite easy - they are simpler than TV sets.

7) Picture burn-in occurs when an image is displayed for too long. Typically, this takes a couple of days of continuous display. The bright areas of the screen become unusable, because the coating on the inside of the screen has been overused.

Note that some TV shops have machines to repair screens with burn in problems, although usually it's a 'kill or cure' method. It's not really a problem so long as you turn your monitor off when the computer is

Continued on page 191

COVERDISK 26 (again)

After playing around with NoiseTracker on AF26's Coverdisk I decided to attempt to compose a song. After a hard half-hour's work I saved it and went off. When I came back to it, it played the song but no sound came out. I checked all the silly things like the volume level, leads and so on - they were fine.

Also, when I try and save a song, it always saves onto the Coverdisk which is nearly full anyway. How do I save it onto a separate floppy disk? I've tried saving on a freshly formatted disk but the computer just asks me for ST-0L Help.

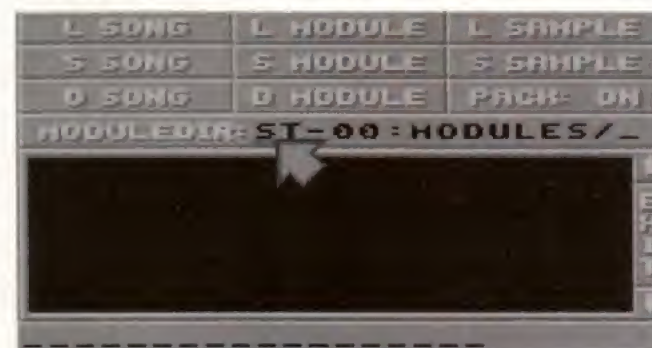
One final point, my machine crashes a lot, and I cannot think why. It's just a standard A500 with no extra memory or anything else flash.

STEFAN ALLERHANO, READING

I regret to say I have no ideas concerning the lack of volume problem. When you try to save or load a module to a different directory, do remember to change the path on the Disk Ops screen. Just click on it with the left mouse button (the mouse pointer goes purple) and type the name of the disk followed by a colon. For example, Empty:.

Amigas often crash because of a lack of memory. Every time some memory is used and then freed, it's not added back on to a lump of free memory: after a certain amount of usage, the memory is split up into lots of little pieces that have been used and then returned for future use.

The Amiga crashes because it can't find enough continuous free memory for what it needs. The only way to



This is where you need to click to change the name of the disk you want to save to or load from.

get around this is to turn your machine on or off occasionally. Extra memory actually helps to get around this problem, as it fragments more slowly.

Another point to bear in mind is that Amigas rarely crash out completely (the screen, keyboard and mouse lock up, or the screen display goes bananas). Usually you get a Guru meditation number, which for some reason sticks in people's minds more than the machine going totally dumb.

Of course, the guru is missing completely from Workbench 2 - all I can say is "hooray!".

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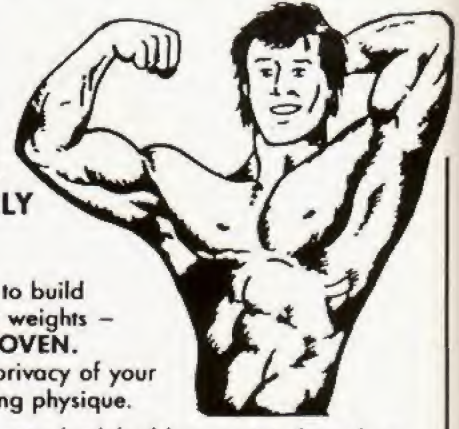
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displaying the same screen for long periods of time (ray tracers take note).

8) I doubt if you would get much change out of £1,000, and that's just for the monitor – you would need a flicker fixer too. Monitors are usually classed as video equipment rather than computer peripherals. Video equipment is outrageously overpriced and gets more expensive, while computer hardware gets cheaper all the time (bearing inflation in mind).

There are, however, alternatives. The Philips CM8833/Commodore 1084 are two variants of the same basic monitor tube. They display non-interlace images very well, with much better clarity than a TV set. They also have a mono headphone socket, one speaker and cost about £230 or so.

You might think about buying a decent TV/monitor. These cost about the same price, but have bigger, slightly more blurred screens – but they are perfectly acceptable unless you're trying to "dot an i". They can receive TV pictures as well as having inputs for computer systems. Try and look for one which has a Scart connector, then get an Amiga to Scart cable and then of course you're there.

Keep an eye out for a complete feature on monitors in the next few months.

DEMO DON'T WORK

I've got a problem with the demo of *Deluxe Paint IV* on Coverdisk 26. It always crashes when my A590 hard drive is plugged in, but it works fine without it. It's probably doing no good at all to my hard drive, as I have to unplug it and run Workbench from floppy to use the demo.

I've tried skipping the hard drive startup-sequence (which starts a number of multitasking utility programs) but it still crashes. Is there something I can do about this annoying problem or is it a simple case of incompatibility? The program itself is brilliant – as soon as I have the money I'll be upgrading from *DPaint II*.

GREG KING, SOUTH DEVON



Although popular, the A590 hard drive does have some very odd quirks.

Unfortunately the *Deluxe Paint IV* demo does not work with the A590. Strangely enough, it also doesn't work with Workbench 1.3.2. People who have the latter should really try and obtain a copy of Workbench 1.3 from a friend or a computer shop (the latter are generally very sympathetic to requests like this). Sorry to all of those concerned.

The following fix is a reprint of a tip from AF18, to cure some of the problems associated with the A590. I can't promise that it will let the *DPaint IV* demo work, but it's a good idea to carry out the operation anyway (fix courtesy of Electronic Arts/Adrian Streeter). All clicks are with the left mouse button:

- 1) Make a copy of the Setup/Install disk which came with the A590.
- 2) Switch everything off for at least 30 seconds before continuing.
- 3) Insert the Setup/Install disk into the Amiga, and then turn on. The computer (with the A590 attached) will start from the floppy.
- 4) When the disk icon appears, double click on it and again on the HDToolBox program.
- 5) On the initial screen of HDToolBox click once on the Partition Drive option.
- 6) At the Partitioning screen, click on the Advanced Options box. Some additional boxes will appear.
- 7) Select the Add/Update file system option.
- 8) Now click on the Update File System, press the Return key and select OK.
- 9) Click on OK on all the screens until you get to the beginning screen.
- 10) Select 'Save Changes to Drive'. Once the changes have been saved onto your hard drive, you can then exit the program.

AUTOPILOT OVERRIDE

I have just bought a Voltmace Delta 3A analogue joystick, to use with flight simulations like *F15 Strike Eagle II*. It works well except for one thing: if you move the joystick when the autopilot is on, the autopilot turns itself off.

I have to hold the joystick perfectly central, which is very difficult to do and defeats the point of having an autopilot. Is there anyway of fixing some sort of disable switch on the joystick to turn it off and solve the problem? I regret I haven't got any diagrams of the pinouts or what's inside the joystick as I don't want to take it to bits until I'm sure something can be done about the problem.

P CHESHIRE, HERRINGTHORPE

I had a similar problem a few years ago, and without resorting to a soldering iron, the easiest solution is to use a couple of elastic bands. Wrapped around the joystick, they force the stick to autocentre when you let go of it. Happy flying.

TALKIES PLEASE

I have succeeded in creating a slideshow using the *Slideshow Construction Set*. It's a set of my own pictures created with *DPaint II*. I was wondering if it's possible for me to include some music which plays at the same time as the pictures are displaying. I know it's possible, but I don't know anything about programming.

If I do, would it be against the law or breaking "computer ethics" for me to take a soundtrack off one of the many Public Domain music demos that I own, even if I credited the musician who composed the sound track.

The reason I ask is that some PD disks have copyright messages, the Radio Poland music disk being one example. Surely this is a lie or against the whole idea of PD.

I'm not going to call myself Harold the Berserker or something like that as I reckon that people who do that are usually called Dick Ramsbottom or something similar.

EDWARD GARROD, BISHOPS STORTFORD

I'm not too sure about the operation of the SCS, but so long as it multitasks (lets other programs run simultaneously) then there's a lot of PD music programs which you can write tunes on – like NoiseTracker on last month's disk. Then you need a player program to



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play the music as a background task while your pictures are displaying.

The only PD music program I am aware of which lets you compose tunes from sound samples and includes a separate player program is MED. Unfortunately, most of the music used in PD demos is composed with NoiseTracker (or SoundTracker or ProTracker or...).

However, there is another PD program called Module Processor (ModPro for short) which lets you load in sound modules from many different programs, and creates stand alone programs which play when you click on them.

As for PD programs being copyrighted: you are wrong. A Public Domain disk can be freely copied and given away, but if you start ripping music or graphics from copyrighted disks and pass them off as your own, expect some hassle.

BUSINESSMAN WRITES

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I am a practising accountant and in my office we use Amstrad equipment because we can get cheap, sophisticated and reliable software very easily.

In the near future, though, we plan to upgrade to a networking system. My son and my cousin are Amiga fanatics and have persuaded me that Amiga equipment would be superior to anything we could afford in the PC range, but the problem is the necessary software.

There are plenty of word processors and spreadsheets, and (hopefully) databases to integrate with them. However, there doesn't appear to be much of a choice regarding accounting packages and I have seen no mention of a payroll package at all.

Because we are in business and have to give our clients a speedy and reliable service, any software we use has to be very reliable, comprehensive and easy to learn. We are not computer experts!

Is it possible to run a professional office on available Amiga software, or am I simply barking up the wrong tree?

BRIAN JACKSON, BARNET

Congratulations, in that one letter you just about summed up the entire "Amiga in business" concept. Your son and cousin are quite correct when they say



Superbase Professional V4 is extremely expensive, very powerful and difficult to get to grips with at first.

that the Amiga is a superior machine, but you're not interested in speed or performance – you just want a box to help run your office.

You are also correct when you say business applications on the Amiga are limited compared to the IBM PC. However, there is one outstanding piece of software that can be used to run a business – any business.

That product is *Superbase Professional 4* from Precision (081-330 7166) reviewed AF23. It hides under the guise of a database, but in reality it's a programming language with lots of extras bolted on for serious business use. Unfortunately, it has only been available for a few months, and as it costs £350 few people are curious enough to see what it can do.

This situation will probably change over time. *SuperPro 4* is capable of running a medium-sized company (several hundred employees) if used on a network – yes, it's network compatible. But it will take time for programmers to learn how to use it properly, to create the applications for business use.

In the meantime, things look bleak on the Amiga business front. There are not enough Amiga programmers looking beyond the fancy graphics and sound – why should business software be boring? Why can't they rid themselves of the blitter fixation? Quite simply, because not enough programmers see the potential of the Amiga in business.

So no, it's not really possible unless you're willing to learn how to use *SuperPro 4* or hire someone who does. As Amiga system managers are about as common as hen's teeth, I see little prospect for the Amiga in business until Commodore stop selling PCs and concentrate their attentions on getting programmers to write business software. Or some enterprising young whiz kids start writing off their own bats.

TECHNICALLY SPEAKING

I am thinking of buying an Action Replay II. Does it work as I really only want it to back-up my protected disks, because I hate it when an original game goes down. You may say this is piracy (Copyright Law 1988), but I think a genuine back-up copy for myself is totally legitimate.

I mean, technically speaking you are not allowed to record television programs, radio or music to tape, but it's virtually impossible for the law to be enforced on the majority of the population.

Please could you also tell me if there are any courses for the Amiga in any colleges or institutes for programming and AmigaDOS because I keep drawing a blank.

JOHN BARFIELD, NOTTINGHAM

Unfortunately, as a back-up device the Action Replay II is not very good. The reason is that many games are

split up into different sections on a disk. The cartridge can only save what is in the computer's memory to disk, so the other bits on the games disk are not saved.

However, either Synchro Express III (£35, Datel 0782 744707) or XCopy Professional (£39.99, Siren 061-724 7572) will serve your purpose. I've only encountered Synchro Express, but it's extremely good at making a back-up. However, you need an external disk drive to use either of them to best effect.

Making a back-up of your own software for yourself is not illegal. If a product is used to back-up computer software as part of a business then it is illegal. Your TV/Radio analogy is incorrect – you are not making a back-up copy of a TV program you already own, you are recording live broadcasts, a totally different area entirely.

I am unaware of any educational establishment anywhere offering courses on how to use the Amiga. However, as you live in a big city with a university and polytechnic, I suggest you advertise locally for lessons. Come to think of it, students always need the cash – why don't they earn something for themselves and teach others rather than writing demos slugging off new owners as lamers?.



Although extremely useful for looking at programs while they're working, the Action Replay II is not very good at backing-up software.

ARCADE OPENER

I would like to enquire about your reply to John Smith in AF26 where you referred to a 40MB RAM, 24-bit graphics Amiga with a 68040 processor. How is that possible? Would the Amiga be able to recognise it?

Secondly, I'm considering setting up an arcade shop, but when I found out the prices I found them extortionate. Would it be possible to set up an Amiga in a suitable cabinet? If so, would I be able to use commercial games or would this be illegal?

ALAN DAY, CASTLE DOUGLAS

Yes, it is possible. Power Computing lent me a prototype 68040 accelerator for the A2000/A1500. Produced by RCS of Canada, it uses a beta test 68040 and can take up to 32 Mb of RAM – in addition to the maximum 9Mb of a standard Amiga.

24-bit cards like the Harlequin or VB2001 have been available for some time. The 68040 chip is not yet in full production. Best two days I've ever had on a computer – before the 68040 overheated and died.

Believe it or not, there was a project to put an Amiga inside an arcade cabinet. About five games were available (sorry to be vague but it was a few years ago). No software houses were really interested, mainly because the best computer games are not really arcade games. Imagine spending £25 on a game which kills you after 30 seconds.

Having checked out local arcade machine prices, expect to pay between £50 and £10,000 for an arcade machine, depending on how old it is and the condition. However, some operators do rent machines, which is cheaper in the short term.

SCREEN SHRINK

I got my A500 last Christmas and since then I noticed that my Amiga occasionally starts up with a smaller screen than normal (starts at the top and finishes about two thirds of the way down). You can't move the mouse pointer down to the bottom, or stretch a screen or a window down either. I cure the problem by flipping the power switch a couple of times and it works fine.

STUART WIGLEY, WINDSOR

All that's happening is that your Amiga doesn't recognise that it's PAL (European) rather than NTSC (American/Japanese). NTSC systems have a smaller screen display, 200 pixels vertically rather than 256. It's not a major problem, but rather than trying to wreck your power supply might I suggest you leave it off for 30 seconds.

STUDENT WRITES

After reading a few issues of AF I'm convinced that the Amiga is better than the Atari. However, before I splash out my hard-earned savings on an A1500 there's a couple of questions I'd like answered:

- 1) What is the difference between the AT Bridgeboard (£675) and the AT ONCE (£199)?
- 2) Where can I get a 1Mb Fast RAM upgrade? What exactly is it and how does it fit and work?
- 3) Do I need a controller card for a hard-disk system?

Hope you can answer these questions, because I plan to be fairly competent with my system next year (using it mostly as a PC, but with the Amiga parts as well).

CT CHOW, ABERDEEN

1) The AT Bridgeboard is a highly compatible AT PC emulator for use with an A1500 or A2000. It uses a highly ingenious program called *Janus* to get both computer systems working simultaneously – you literally have a PC screen in a corner of your Workbench screen, which you can shrink or expand at will. You can also plug in AT peripherals to such an Amiga with a Bridgeboard.

The ATOnce is a similar concept, but rather than being on a card for the A1500/A2000, it plugs into the processor socket on any Amiga (you need an adaptor for anything other than an A500). The ATOnce multitasks with AmigaDOS, meaning that you have a PC on a different screen behind Workbench.

Although the ATOnce is much cheaper than a Bridgeboard, it's not as PC compatible or fast. It also needs a porky, expanded Amiga to get the best out of it – it uses standard Amiga memory, which means sharing it with the PC. Although it's good, on an A1500, I'd go for the Bridgeboard every time.

2) FastRAM (memory) expansions for the A1500 are available from many different sources. All they do is add memory to the machine, allowing more programs to multitask (run at the same time) and also memory intensive programs like HyperBook or VistaPro to work at all. Look out for cards from ICD, Supra, GVP and others. Many hard disk cards allow you to fit extra memory onto them. Expect to pay around £230-£250 for just a memory card with 1Mb of memory fitted. Usually you can expand up to 8Mb on such cards.

3) Yes.

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Dear Sirs,

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I have been looking for a program that I could use to create colorful letters, word forms, and effective business graphics. I have purchased several Amiga word processors where ads made great claims as to their capabilities. After using Quix programs, however, I found that the ads were only hype! I soon began to feel that no program would do what I wanted to do.

Recently I saw your program 'Pen Pal' on my dealer's shelf. According to the package I thought that I might finally be in luck. Although I purchased the program I was afraid that in reality it would not do everything the package said it would do. As soon as I got home from the computer store I fired up the program on my computer. Without even reading the manual I was soon creating documents with colors and pictures. As you can see from this letter, I have become pretty good at your program's graphic capabilities.

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Financial Report to Division Managers

	Q1	Q2	Q3	Q4
OPERATING EXPENSES				
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Selling, general, and admin.	204,420	97,100	437,000	169,430
Research and development	46,240	14,010	87,067	72,305
Income from operations	312,204	112,531	580,390	285,230
Equity in loss of S.M. operations	(1,301)	5,337	(121,937)	19,917
Provision for taxes	203,840	117,860	279,500	6,245
Net income	73,063	51,808	278,953	91,198
Net income per share	\$9.17	\$6.46	\$34.81	\$11.41

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AMIGA FORMAT BACK ISSUES

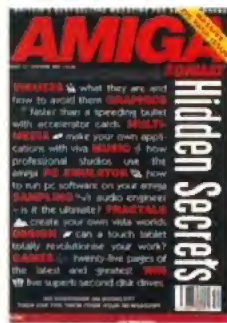
Please use the subscription order form below. Prices per issue include cover disk, packing and postage. UK – £4.00 (issues 18, 23 and 24 £5) Europe – £5.35 Rest of World – £7.65. Sorry issues 1 – 12 are sold out. See panel for issue 18, 23 and 24, which all came with complete games. What an amazing offer!



13 The glamorous story of how movies become games, plus programming, AMOS in full and ProDraw 2. Bitmaps Brothers' *Cadaver* on the Coverdisk.



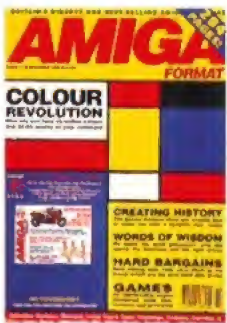
14 Public Domain special issue: what it is, and how to make the most of free software. Plus *Yolanda* demo and a complete PD game on disk.



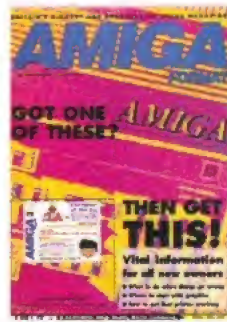
15 *Flipit and Magnase* makes a brilliant playable demo from Imageworks. How to protect yourself from viruses. Amigas and professional music studios.



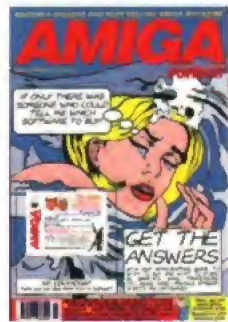
16 Huge feature on the CDTV, the future of home entertainment. Four Format Gold games including *Rick Dangerous 2* – and *Captive* is on the disk.



17 24-bit graphics put 16 million colours at your command. Guides to word processors and hard disks plus *Indy 500* and *Killing Game Show*.



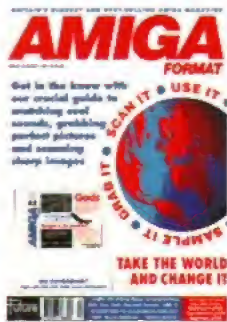
19 If you're buying a new Amiga, new software or new hardware our 'Know your Rights' feature helps you avoid the pitfalls. Adventure ambitions with *Champion of the Raj* in demo.



20 Get the answers to all your software problems with AF's complete guide to creative and serious software. Puzzle game *The Power* on disk, plus big news DTP and animation reviews.



21 If you've ever wanted to get into graphics, this issue is the place to start. Details of all the best packages, plus Amiga artists and their tips. Big disk demos *Moonshine Racers* and *Hyperbook*.



22 Sample it, scan it, grab it: take the world and change it! A spectacular complete guide to taking sounds and images from the outside world. PLUS the Bitmap Brothers' *Gods* on disk.



25 Discover the secrets and the techniques behind DTP, from making a fanzine to creating a full-colour glossy magazine. Play the amazing *Mega-lo-mania* on a very packed Coverdisk!



26 EXCLUSIVE review: the biggest non-games software release of the year, *Deluxe Paint IV*, the top paint package now has 4096 colours in HAM mode. Read the review, use the complete demo on the Coverdisk to create your own pictures. PLUS a playable demo of the amazing *Magic Pockets*, latest top-notch release from the Bitmaps; and we give away the secrets of how music is created for games.



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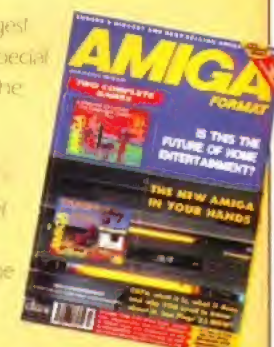


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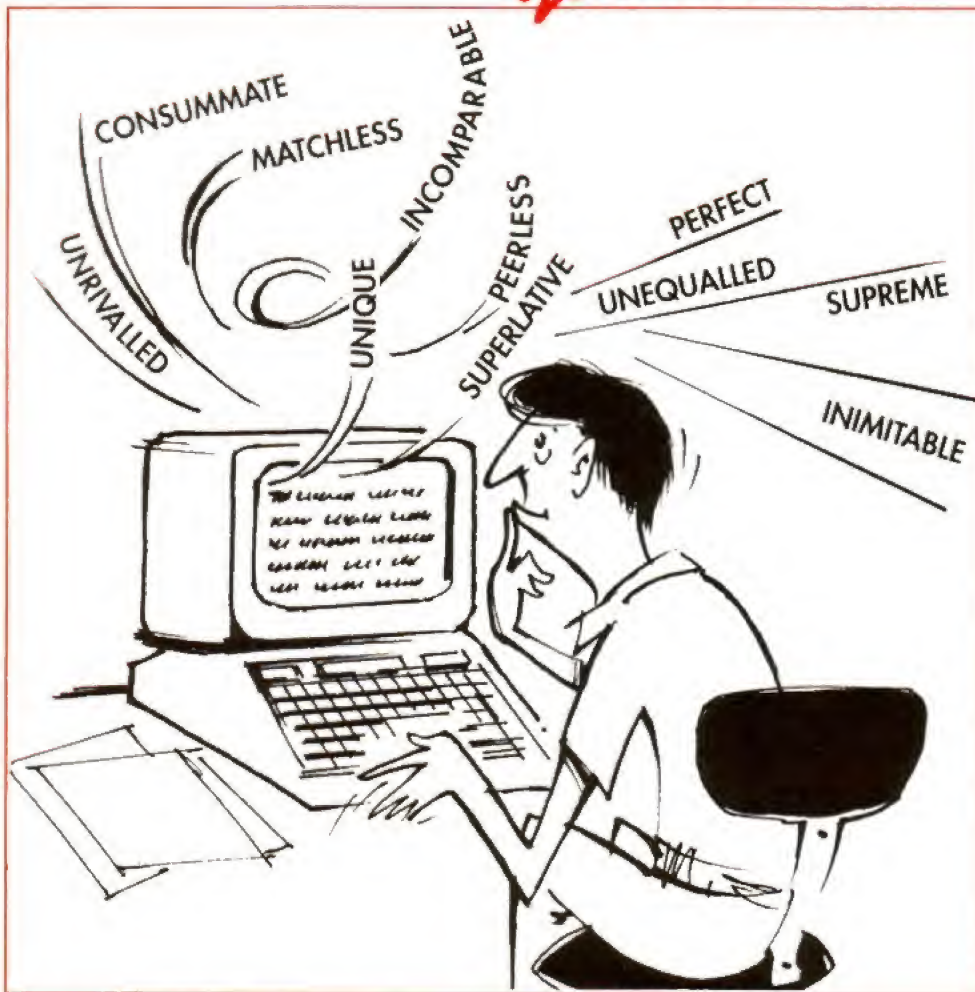
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Q I am interested in learning machine code for my A500 (not Basic or C). However, I do not know where to start – what books or programs should I buy. I would be more than grateful for a signpost or two.

A A good place to start would be the Amiga Coder's Club (ACC). They release a monthly disk through Amiganuts (0703 785680) which has quite a few articles and hints, as well as enabling you to communicate with other people in the same boat. You'll need a fairly good Amiga. An extra disk drive and 1Mb of RAM are the minimum requirements for this sort of work.

What you need to start writing machine code is an assembler program (for taking source files and producing machine code programs) and a good book. A suitable assembler would either be Devpac 2 from HiSoft or Argasm from Argonaut, although the Public Domain A68K or AMOS Assembler would be all right for starting off with. The book I'd recommend you getting first is Amiga Machine Language by Abacus. The best source for Abacus' books in the UK is Computer Bookshops (021-708 1188).

Be warned that this is not the only book you could get, not by a long chalk. The official manuals are the ROM Kernel Guide and the Hardware Guide. They are well worth getting, as is the Intuition guide if you want to write AmigaDOS (Workbench utility) type programs. These volumes are not so easy to track down, as they tend to be in demand.

If you want to get into writing computer games, may I suggest The Commercial Games Programmers Guide by David Gibbon. Although badly produced, thin and a bit general, it does list a number of pitfalls to avoid and preferred methods for programming. It also costs only £7.95 at present, although this will go up to £14.95 very shortly. You can get it from Software Developments (091-373 1536).

Q Is there a piece of hardware that lets you link your Amiga to a HiFi system? I'm getting fed-up with the duff quality produced on my stereo. Are there any good MC Hammer or KLF demos in the Public Domain?

A Yes, they're called cables. The Amiga has two phone outputs – one left, one right to give stereo sound. Look for the connector on your HiFi marked AUX or INPUT – there should be two very similar phono sockets, although older models sometimes have DIN plugs.

This is a very good idea, as the small speakers in a TV or monitor do not do justice to the Amiga's sound. Consult your local HiFi shop who should be able to supply you with a suitable cable once they know what connectors go at either end.

There is a very good MC Hammer music demo, basically a "Can't Touch This" remix. Did you know the bass riff on that single was also used in an Amiga game called Zoom three years ago? Goodness knows where it came from originally.

Q I've heard a lot about genlocks, but I'm still not totally positive as to what they do. Can you explain them in plain English? Also, what's this video toaster gadget my mate keeps rambling on about?

A There are really two definitions of genlocks, but I'll stick to genlocks on the Amiga. It's a piece of hardware that connects in between your computer

Answerfile

Questions of a general nature need very specific answers. Get your dose today from **PAT McDONALD**.



and monitor (some of them will fit internally on the A1500/A2000 machines). They allow you to overlay the graphics from your computer over a video image.

On a genlock are two connectors. You feed a video signal (from the Video Out connector on a video recorder or camera) into the box. You put a lead into the other connector and link it up to another video recorder.

Now, when you turn everything on, all graphics that appear on your Amiga can be put on top of the video picture, and recorded on the second video recorder. The background video picture will show through areas of the computer that use palette number zero – the first colour of the Amiga.

Please note that genlocks vary tremendously in their performance (according to price) and some of them let you make colours other than zero transparent, but that's a rough idea of what they are.

As for the Video Toaster, that's an extremely good video expansion – in a nutshell it turns an A1500/A2000 into a small video workstation, capable of overlaying multiple video signals and real time effects (for instance spinning a picture off the screen into the distance). Unfortunately, the manufacturers (Newtek Inc) poured so much money into the American version that it will probably be another year or so before a PAL (European) Video Toaster that's usable will be available. I am pleased to say that the NTSC version has gone down a storm, so the PAL version almost certainly will appear – personally I'm eager to see it.

Q As a video professional, I have yet to find a ray-tracer program that's fast enough to be usable in my business (I produce video logos and graphics for television advertising). Could you tell me whether there is a way to scan in objects in 3D to the machine without drawing it all by hand? I would be grateful for any help.

A There is no commercially available package to do this, but after some thought it's theoretically possible. It does however involve quite a bit of extra hardware and specialist 3D programming (it's a bit like ray tracing but in reverse). For those who fancy a challenge, here goes:

You have a robotic arm linked to your Amiga through the serial port and controlled by the computer – nothing outrageously special about this really. In the arm's hand you mount a black and white video camera, linked to the Amiga via a digitizer. You need a fairly flexible arm, because the camera might have to look around odd corners or see under overhangs.

Program the robot arm to move the camera around the object, and take a series of black and white images. Supposing that the object is illuminated well and is sitting on a black background, the computer could work out what the object looks like in 3D from the shades of light and dark, if it knows the position and angle of the light source. Then it would write that information into a file suitable for a ray tracer.

Although this approach would be quite cheap, it would be slow and inaccurate. You would probably need to tidy up the 3D object in the computer afterwards with ray tracing software. However, it would certainly remove a lot of the leg work involved with ray tracers, as standard digitizers and flatbed scanners are useless for 3D work.

A slightly different approach currently being used in Virtual Reality research is to put the object on a turntable and spin it slowly. A laser beam bounces off the object, and by measuring the return time the depth of all surfaces can be worked out and the overall shape calculated. Despite being more expensive, it's very accurate and takes less computer power, because the mathematics are less complicated.

Q Having used Workbench on an Amiga with a single floppy disk drive, I'm now looking for a second drive (I can't afford a hard disk). I have heard of a double floppy unit - where can I buy one from and is it any good?

A The product you are talking about is the Power Computing twin disk unit. It's actually the best sort of floppy expansion that you can buy. For one thing, it has its own power socket that goes straight into the wall (giving more power for other expansions).

Another advantage is that it's cheaper than buying two external drives separately. Housed in one box, it gives you more storage potential and less disk swaps.

The only slight downturn is that each floppy disk unit uses around 30K of memory, which is not a problem except on 512K machines. Apart from that proviso, I wholeheartedly recommend them, if only because of the enormous amount of stress you get when using just one floppy drive. The device costs £110. Power Computing 0234 843388.

Q I am often tempted to splash out on a printer, but am wary of the problems associated with them (you do seem to get lots of people asking for help with them). Why are they so tricky to deal with?

They're not really, considering just what is in even an average printer. Put simply, printers are really computers (honest guv). They've got microprocessors, their own memory (both RAM and ROM) and like full blown computers are quite intricate devices.

Wiring two computers together to share both text and graphics is not an easy job. Printers are custom designed to take information and print it out in a recognizable form, but the truth is that printers are just as variable as computers - they really are all different.

While the simpler aspects of computers were worked out long ago (text and numbers) computer graphics have advanced faster than standards can be established. Unfortunately this leads to confusion and the dreaded incompatibility problems.

Now, in order to try and make the Amiga compatible with as many printers as possible, the driver system was invented. In principle it's simple enough - choose your printer (or a model that's compatible) from a list onscreen and all programs work with that printer.

Unfortunately, getting a printer driver that gets the most out of a particular model of printer is not easy. Most printer drivers have a do-so-much-and-no-more-attitude. Similarly, actually copying printer devices from one floppy disk to another is a task beyond many people at first, because for that sort of job you need to use Shell. Shell means using the keyboard to type commands, and most people hate keyboards.

A sad situation. I shall be exploring the possibility of putting some printer utilities on future Coverdisks, to help solve some of the more common problems. But you're absolutely right - it's a minefield area for the unwary and very traumatic for the uninitiated, which is just not good enough for the Nineties.

Q On the spur of a moment I bought a modem second-hand (without a manual). Having never had one before I haven't a clue how to use it or how to even plug it in to my Amiga. Help.

A Modems usually come in two basic varieties - Hayes compatible and manual (although there are a few other rare types). Hayes compatible modems are smart, in that they can dial numbers and automatically answer the telephone if you are running your own online service (bulletin board that other people dial with their modems).

The most obvious two things that you need are some software and a lead. The best, cheapest software is JRComm, a public Domain program that can do most things that comms freaks want. If the modem is Hayes compatible, this program can store a directory of phone numbers to dial - once set up correctly dialling a number is as easy as clicking on an icon.

The other item you will need is a modem cable. These are fairly standardized and totally unlike any other kind of cable. Most computer shops will be able to supply a suitable cable - it plugs into the serial port on your Amiga and into the back of the modem.

If the modem is manual, then you will need another item - a telephone to dial the number! Typically, these plug into the back of the modem, while the modem plugs into the wall socket for the telephone. You dial the number manually, and once "logged on" (connected to a service) you put the phone down. The modem keeps the line open automatically.

A couple more points to bear in mind: when buying a modem, always check that it has a British Telecom

Q I've had a hard drive for about two years now, and after constant usage I'm beginning to get the "Error Validating Disk" message. Do all hard drives have such a short life span? Do I need a new one?

A No, you don't need a new hard disk. Hard disks find bad sectors (bits of the disk that have become unusable) and repair them without you being aware of it. However, they store just where all these bad sectors are right at the front of the first disk.

The best solution is to first backup your hard drive totally, do a low level format (blank it completely) and also do a bad block remap. When you repartition the disk, do not use the first few tracks (typically track 1 or 2). Set the start track to about 10 or 20, to give the hard drive more room in which to store the locations of bad blocks. Then put all the information back onto the disk from your backup floppies.

Please note that this isn't true for all makes of hard disks (not hard drives - I mean the units that actually store the data and spin around). Typically, the Quantum and Maxtor types are so very, very clever that they literally repair themselves as they are going along. I'm not absolutely sure how long such a drive keeps going, but it seems to me that you would have few if any problems for the first five years or so of operation. Exactly how long a hard drive can store data for is a moot question. The magnetic coating of them is naturally susceptible to hard knocks, heat and stray magnetic fields (although the metal case helps a little bit with the latter problem).

Typically, anyone who uses a hard drive for some time finds that backups are necessary - you only make this mistake once, as losing 40MB (or more) of your work can be ultra depressing. I know, because the first time I used for a few weeks I didn't bother backing it up regularly - until a virus got in there and wrecked all my efforts. Setting up a hard drive is bad enough, but losing programs and your work can be job threatening.

Those of you interested in hard drives, there usage and choosing will be happy to know that next month a special Testbench feature has been pencilled in. There has been a tremendous upsurge of interest in this peripheral area, and I'll be happy to explode some myths and set the record straight once and for all next month. Once that's out of the way perhaps we can feature some different subjects, but I know that a lot of you are interested.

approval sticker on it somewhere. Without that sticker it's illegal to plug the phone into the wall. Most foreign modems do not have such a sticker, and many of them will not work at all.

Finally, some - very old - manual modems do not let you plug telephones into the back of them. You have to buy a double adaptor socket which lets you plug two telephone leads into one wall socket.



All hard drives (including the excellent GVP Series 2) need some space to record and fix their own errors.



Logging onto JRComm: widely available through the Public Domain, very easy to use and it doesn't crash unless the machine does. It's sort of solid and dependable, like Deluxe Paint

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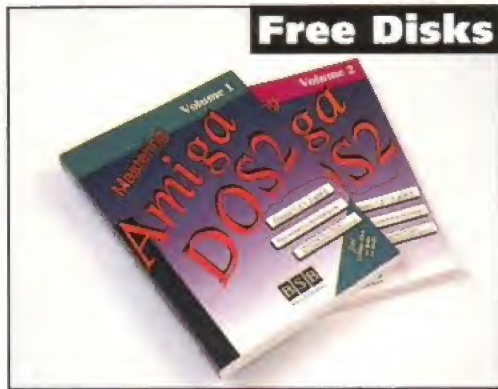
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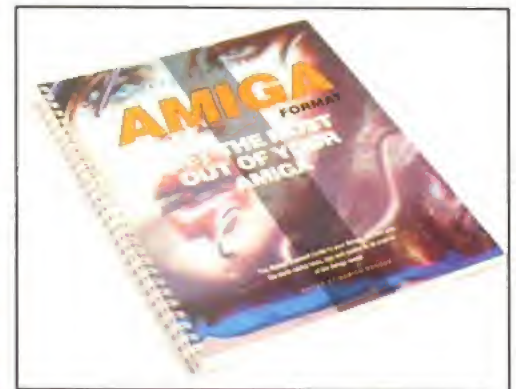
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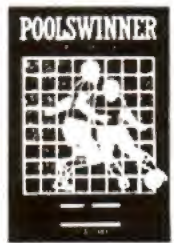
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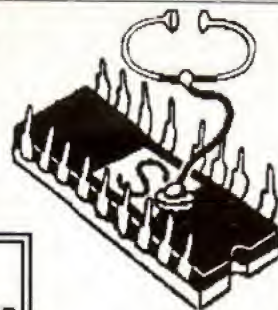
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WORKBENCH

If you have any problems with the technical side of your Amiga, with hardware or with serious software, write to Pat and he'll try to answer you. Alternatively, if you have any advice for others or any handy tips to share, send it in and you could win a prize.

PAT McDONALD, WORKBENCH,
AMIGA FORMAT, 30 MONMOUTH STREET, BA1 2BW

GAMEBUSTERS

If you've just found the cheat mode, mapped out the levels or found all the passwords for the latest game - whatever the game cheat, send it to Maff and you could win a prize. Also, if you're stuck somewhere, ask the Helping Hand section in Gamebusters for advice - or if you've read of a problem in Helping Hand that someone else has and you can solve it, then send in the answer to win a prize!

MAFF EVANS, GAMEBUSTERS (OR GAMEBUSTERS HELPING HAND), AMIGA FORMAT, 30 MONMOUTH STREET, BA1 2BW

LETTERS

The Letters pages are for you to air your views and share your opinions: please remember not to ask questions that should be in Workbench! What Damien is looking for are thought-provoking or entertaining letters, if they're short there's a better chance they'll get in. Prizes for the best two. LETTERS, AMIGA FORMAT, 30 MONMOUTH STREET, BA1 2BW

COMPETITIONS

To enter a competition, write the answers and your name, address and phone number on the back of a postcard or a stuck-together envelope and send it in, don't put several entries in together, or include entries with letters to any other part of the mag.

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Similarly, if you move house and want to make sure your copy of the mag catches up with you, then send the new address to AMIGA FORMAT SUBSCRIPTIONS, THE OLD BARN, SOMERTON, SOMERSET TA11 7PY

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The disks are duplicated and stuck on the magazine by a firm who we employ for that specific purpose. If you have a faulty disk, send it to them enclosing an SAE. We don't keep stocks of disks, so we can't help.

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REACHING US BY PHONE

The *Amiga Format* editorial team can only take enquiries from readers between 10.30am and 6.30pm on Tuesdays.

The Advertising department can help you with problems you may have with companies who advertise in the magazine if you call during normal office hours.

Our subscriptions service and the *Amiga Format* mail order department are not in the same building and should be contacted on 0458 74023.

Letters

The part of the magazine where you can let off some steam, dish out praise, enlighten the rest of the Amiga-owning world or just make us chuckle if you've anything amusing to say. Keep it brief and send it to us at **Letters, Amiga Format, Bath BA1 2BW.**

THANKS!

I wish to bestow my heart-felt congratulations on the entire *Amiga Format* team for an excellent twenty-sixth issue. Not only was its width increased (although if I had an AF binder I'm sure it wouldn't fit...), but the contents have been lovingly moulded into what I now recognise as the best computer magazine available in the shops. To make matters better you have adopted a new typeface and a more suitable layout which gives the 'monthly wonder' a truly professional feel.

Before my computer decides to become a mad guru and meditate there's just one more thing I'd like to mention. It is actually possible to use the range manipulator and the animation control panel on your preview of *Deluxe Paint IV*: just press CTRL and the R key for the range manipulator or the ALT and P keys simultaneously for the anim control panel.

ANDREW WILLIS, SANDWICH

Well, thank you very much indeed. We were very pleased with the results of the redesigned issue and it's nice to have someone praise exactly the things we set out to achieve. Not only is Amiga Format the most successful home-computer magazine of its time, we think it now looks like it. We also like to think it's a magazine that can hold its head up high with the best in pure magazine terms: a computer magazine you needn't be ashamed of reading on the train, the computer equivalent of Cosmopolitan... errm... no! Hang on a minute!

BUT NO THANKS!

Congratulations on the 'new style' *Amiga Format* - I don't think! It doesn't fit in too well with the old-style binders, does it? I'm not surprised that you tried to sneak it in without telling us.

Please note that I am not being a "whingeing femmie" (*AF* 25 Letters - William Moberley) trying to have a good moan - it's just that now my binder won't go on its shelf properly!

One more thing: I must give you a thought on the issue of women and computers. Computer games are, generally speaking, macho shoot-em-ups, car races, football games and the like. Since the Amiga, to most potential younger buyers, is known as a glorified games console, it is easy to see the appeal to a younger man. Perhaps as the Amiga's reputation as a serious machine grows, so the percentage of female readers will grow! Is that controversial enough?

SUSAN A HOLGATE, ISLINGTON

Sincere apologies to all Amiga Format readers who keep the magazine in a binder. We did consider warning you that we were about to change size, but we didn't honestly think it would help. The bizarre thing is, you see, that we all stopped keeping our copies of

the magazine in binders about a year ago, when the magazine became too fat to fit 12 issues in one binder. Anyway, we've now hastily created a new binder for the new size, and it's on sale now in the foyer...

As for the other business, let's hear a couple more views on the subject...

CONDITIONED REFLEX

You asked in your August edition why you had so few women readers, here are my ideas. (At this point, Louise lists the credits from Issue 25 of who put the issue together, leading her to this conclusion...) All male! With no women editing or writing for the magazine, there will be no articles from a woman's viewpoint, which is different from a man's.

Let us look at your game reviews. (Louise now lists the shamefully macho line-up of Issue 25's game reviews, a litany of shoot-em-ups, combat games and male-dominated sports, plumb the depths when we arrive at a game where a male hero rescues a female princess. Ulp!) Not many there aimed at your female readers! (She deduces, perfectly validly).

I think you will find that women and girls are more interested in strategy games and serious software.

If you want more women to read your magazine, put more women on the staff. We do have a different view from men.

LOUISE MELLING, BARROW-IN-FURNESS

Point taken. I feel I have to quibble over the small matter of Pat Winstanley, our main educational correspondent, happening to be a woman (not a small matter to her, I suppose) so we do have some female representation on our staff. As for your views on games, I certainly agree. Women do seem to enjoy more abstract games, such as puzzle games and things like Spindizzy, Lemmings or Rainbow Islands.

Incidentally, we're not actually terribly worried about having a low proportion of female readers. What worries us is that the Amiga Format readership accurately reflects the Amiga-owning community, and that there are far too few women owning and using computers in general, not just the Amiga.

As for the rest of your point about staffing on the magazine, it just happens to be that way. We do, however, spend a lot of time in the company of women who are also keen on the odd spot of Amiga gaming, so we're not totally out of touch.

EQUAL RIGHTS

Although I've just bought an Amiga 500, I can't get on it! If I try to during the day, my children hassle me to let them have a go and as soon as my husband comes home, he gets on and plays long after I've gone to bed!

Nobody else has read the manual, so I have to keep loading it and setting it up, then I'm left to read *Amiga Format* while everyone else uses it. The last straw was when my friend came to see me today, had a cup of tea then caught sight of the *Lemmings* disk and off she went. She was on the computer for about 4 hours!

I'll have to sneak down before anyone else wakes up; then I might get to use the computer that I bought!

PAT HAMILTON, WEST THURROCK

Right to the heart of the problem here, I reckon. Schools report that from a very early age boys tend to dominate use of the computer if given half a chance. Girls seem quite willing to let them do so, even though they are just as enthusiastic and just as capable when they get a go. I actually reckon it's down to social conditioning from a very early age, that teaches girls not to be overly aggressive in defending their chance to have a go and preserves the males' belief that technology is their domain. I recommend you make quite clear that you want a go on the machine and don't cook them tea ever again!

In the meantime, I'm declaring the next couple of letters a women-only zone to even up the balance.

NIGHTMARE ON RAMSEY STREET

After watching the episode of *Neighbours* where Paul Robinson's Amiga gets infected with a virus, it didn't take me long to work out how thick Paul really is! He made it sound like a computer virus was a major disaster for his company. So, while those of us who know what a virus really is are screaming at Paul to get a virus killer, there are some people who aren't familiar with viruses getting wound up over something quite simple. I know it's only a TV programme, but some people take it seriously.

LAURA STAIRS, HENDON

While I can't imagine anyone ever taking Neighbours seriously, I have to agree that there's no point getting wound up about viruses. Follow the simple rules about switching off for 30 seconds before loading up a new piece of software, get a virus killer cheap from the PD and you're safe, just remember never to destroy the bootblock on a self-booting game!

POWER CUT

While flicking through *Amiga Format* I came across an ad for *Amiga Power*. It had a picture of the May issue's front cover and it said that it contained 8 pages of tips for *Rainbow Islands*. I have the game myself and I'm stuck, but since it's August now, and I live in the middle of nowhere anyway, I can't get hold of that issue! Please, please, please, can somebody help?

BECKY SMITHSON, BERWICKSHIRE

Your best bet is to look at our subscriptions and back issues pages (Pages 194-5 of this very issue). Because Amiga Power is our little sister, I think you'll find that you will be able to get a copy from there. How's that?

FALLING APART

Aaaaagghhhhh! Once more, my *Amiga Format* has fallen apart! There I was, reading the *MegaTraveller* review when - wham! bang! - out comes Page 71. Then Page 111, then Page... 16 pages later, it gets thrown against the wall! Could you use stronger glue?

R GATES, BOSTON

Errm... this is an extremely rare case and I've only ever heard of three occurrences of it on Amiga Format

before. Can it really have happened to you twice in a row? Well, it seems it could. In actual fact we've had a number of calls since Issue 26 came out telling us that the issue falls apart, and we've even had one in the office do it, although it should hardly ever happen.

If this mishap does ever befall anyone again just take the mag back to the shop you bought it from. They will give you a new one and return the duff one to the wholesalers, so the shopkeeper doesn't lose a penny on the deal. Eventually the whole thing will get back to the printers, because it was them who didn't stick it together properly in the first place.

SHAREWARE HERO

In response to your request for nominations for shareware authors who really do care, I'd like to nominate Olaf Barthel (DClock) for helping me with a problem. He sent me a copy on a Scotch disk with the comment "Thought this make of disk was very apt"...

GRAHAME M ROSS, AYRSHIRE

Hum. Very nice of him. Gets the thumbs-up from us.

CDTV OWNER SPEAKS

I don't know if you remember me: I wrote in a few weeks ago concerning my purchase of the CDTV and the dilemma it had caused. Now I can inform you of further developments. Sit back and relax.

(The story so far: Mark Smith buys his CDTV for £600, gets it home only to discover that there are no titles included, just a piece of card so he can send off for them. Didn't I tell you? Result, one very expensive door-wedge. Now read on...)

Lemmings and Hutchinson Encyclopaedia finally arrived and I realised what a powerful machine it was. Lemmings was a fantastic game, so addictive. The Encyclopaedia was good, too, with all those pictures and sounds. But then one day something happened: something terribly horrible happened. Let me explain.

I'm a tennis enthusiast, so I decided to call up all the international players. Everything went fine until I arrived at Steffi Graf. I clicked on the 'pictures' icon to see a smiling, bald-headed man appear. Now I know that she is not exactly an international model, but crikey, she isn't that bad!

I've since found several more problems and there are probably hundreds of cock-ups that I don't know about. What has happened? Did a wretched b-u-g get onto the master CD? Was it my £600 CDTV? I think not. Or did the boys at Attica Cybernetics just rush the project out?

Read my lips. If companies think they can do software in a slapdash manner overnight then they've got another thing coming. Because CDs are uncopiable, will prices crash below the normal floppies or will software houses come up with even more excuses to line their pockets?

MARK SMITH, LIVERPOOL

I, for one, know exactly what has happened. Imagine if you had to test a disc with 600 Megabytes of data - thousands of pictures, pieces of text and sampled sounds. Imagine if, on top of all that, the disc had to be in a bundle that had gone on sale several weeks before, and everyone was yelling at you to get it finished and off to the duplicators. Would you do the job properly? Probably not. Unless you'd had the sense not to get in that situation in the first place.

Frankly, this is exactly the sort of thing that the CDTV does not need. People who are not used to the bugginess that we computer fans are so often jobbled off with will not be able to forgive this kind of shoddy

workmanship. The CDTV will only sell if the disks are of sufficient quality. This kind of below-par performance from the stuff that comes free with the machine is simply just not good enough. If Commodore do not sort it out PDQ, then all they doing is signing the death warrant of the CDTV.

ON THE OTHER HAND...

I bought my CDTV four days after its UK release. It was the best £600 I have ever spent. I currently have six discs, including the Welcome disc. The others are Music Maker, Lemmings, Hutchinson's Encyclopaedia, Sim City, Advanced Military Systems and Battle Storm. I use all of these discs frequently and I am most pleased with the standard of the software.

The main point of my letter, though, is CDTV's audio quality. I would like to point out that the CDTV is not 16 times oversampling, it's 16 times 8-bit oversampling, and I think the quality is excellent. My uncle has a Sanyo set-up, £2,000's worth, and CDTV's audio output blows its socks off!

I would like to say what a brilliant machine the CDTV really is. It is so easy to use! Well done, CBM!

MATTHEW TREASURE, SHERBORNE

Fair comment. Anyone else?

IT'S A COPY, RIGHT?



I read in your magazine that if a letter was controversial, the writer could receive a free T-shirt. Well, how's this for controversial? The 'Pic of the Month' on Issue 25 is an exact copy of one of my paintings!

I enjoy your magazine a great deal and always look forward to the next issue. Not many magazines in the States have cover disks, so it's fun to get British mags to see what's going on in other parts of the world. However, seeing my work signed by someone else was not a surprise I had expected.

It might be a good idea to remind your readers that if they are copying the work of another artist, they should at least mention his name. There seems to be an incorrect belief in the computer graphics world that an image done on a computer is 'not the same' as an actual painting. This is not the case. Copyright laws apply to the image itself, regardless of the form of storage or display.

It's not a problem for me: as a matter of fact I was rather flattered (Mr McNally probably saw the image on the cover of *Dragon* magazine #166). But there are a lot of artists out there who would be very angry, and copyright infringement can be a serious problem.

ERIC M GOOCH, SOUTHFIELD, MICHIGAN

Thanks very much for the letter, Eric, and an Amiga Format T-shirt should have arrived by the time you read this. I think the point you make is very interesting and that your attitude to the whole business is very much the sensible one. I'm sure very few artists would actually mind people producing Amiga art based on their pictures, but I'm equally convinced that they deserve to be credited as the inspiration for the work.

In fact, I believe the copyright situation is less clear than you suggest. If a copy of an image is wholly originated by the copier - in other words, drawn freehand from scratch - then I think I am right in saying it is not in breach of copyright. But, just as you have quoted, the storage or transmission of an image by any means, including electronic, is covered by copyright law; so if the image were digitised, it would be illegal.

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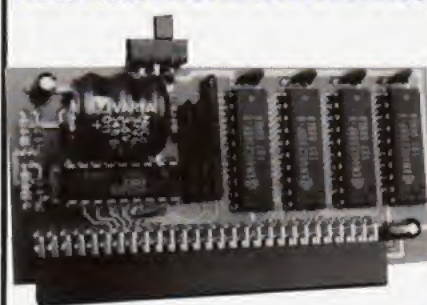
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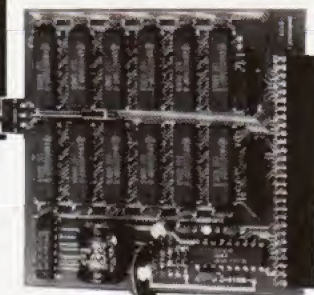
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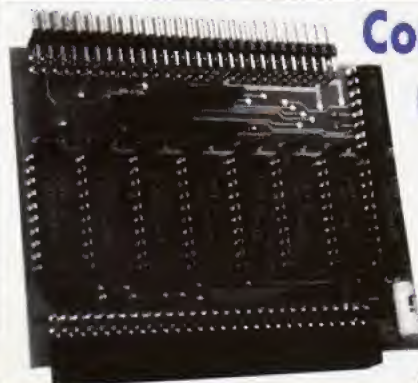
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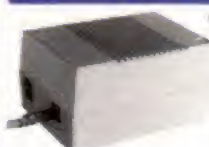
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The Amiga makes it so easy to produce effective images that it is good enough for anybody to be able to have a go; the only problem that most of us non-artists lack the inspiration to come up with the ideas, so copying from a book or magazine is an ideal way to get started. It would be a shame to discourage that; so I would agree that by far the most sensible course is for the artists to be flattered by their imitators and for anyone who does copy an image to give credit where it is due, to the guy who came up with the idea. Come on, all you PD artists!

CDTV OK

About two months ago I came home from a boring day at school only to find that my CD player and my Amiga had been stolen. I was totally devastated. Two weeks ago I went into a computer store and asked for a demo of CDTV. My Dad said that I could buy it as a replacement for my Amiga and CD player, and back at home I waited eagerly for it to arrive, which it soon did after a couple of days.

I opened it, set it up and looked through the Welcome disc. There were few things of interest on it. Next I loaded Hutchinson's Encyclopaedia, browsed through various subjects and then watched the autodemo. The actual encyclopaedia is said to be the world's best single-volume encyclopaedia and costs about £20. The CDTV version has sound from the BBC archives and has many more pictures, and it's easy to access information using the index search.

The Lemmings disc has a demo of Planetside, which is a flight sim of the future. The graphics on the demo are stunning and I have watched the demo about 30 times and I'm still not bored of it. With an external

disk drive I can play about 70-80 per cent of my Amiga games, and I can use all the creative software which does not need a keyboard, such as *Deluxe Paint* and *Photon Paint*. The control pad takes some getting used to though, especially in mouse mode: it took me about twice as long, compared to using an Amiga, to produce something in *Deluxe Paint*.

If you are thinking of buying a CDTV it's worth £599 and if you can get an extra drive and Amiga software then all the better. I think CDTV is brilliant.

PUNDALIK NAYAK, DARLINGTON

That's excellent and I'm very pleased to hear from a couple of people who are happy with their CDTVs. Please remember, we're not against the CDTV here at Amiga Format. The only thing that does occur to me is that you are computer-literate people who do not expect an awful lot more from the CDTV than from the Amiga, whereas the market Commodore are aiming at is beyond the computer user.

All the great things you mention are really to do with the software, which you will be able to use on your Amiga soon anyway when the CD-ROM drive goes on sale (see News), the only other difference is that with the CD-ROM drive you'll be able to play all of your Amiga games and use all of your Amiga software. Doesn't that make sense?

COMMODORE NUT!

I've been a Commodore fan since my parents bought me a VIC-20 when I was eight-years-old; I'm now 20. Since then I've moved through the C64 to my trusty Amiga 500, which I've had for over two years. I still have the VIC and the C64 and use them both.

I first heard about the CDTV early on last year. I thought about waiting for the A690, but I just couldn't wait that long; I also wanted the real thing, the sleek, black unit I'd been drooling over in the pictures. So I bought one, and I'm very happy to say I have not looked back since.

I was lucky enough to get hold of a CDTV point-of-sale demonstration disc from a local dealer. This disc contains a demo of CDXL, the CDTV animation process. CDXL runs at about 12-14 frames per second and animates HAM pictures which use a full NTSC screen. It's not quite Full Motion Video, but it is quite remarkable all the same.

Before I go, here's something interesting for you to have a look at. I've enclosed some photographs of me showing off my new tattoo. Yes, how's that for the ultimate in brand loyalty? Proof that I'm the number one fan of both Commodore and the Amiga. I swear that it's a real tattoo and not just a felt-pen drawing! Anyway, I'll be at the *Amiga Format World of Commodore Show* in November, so I'll prove it to you then! See ya!

ADAM WRIGHT, NORTHAMPTON

Yes, we will indeed see you there; and I hope we'll see lots of other Amiga Format readers at the show too. The whole team will be there the whole time, so you should be able to track us down either on the Amiga Format stand or around the show somewhere and we look forward to seeing you. No doubt a good place to find us will be in the bar...

ANOTHER CDTV FAN

I've heard a lot of people complain about the hi-fi quality (or lack of it!) of the CDTV CD player. Well, can someone tell me which other hi-fi music system in your local high street music store can display CD+G? Not one, I think.

MARK SMITH, LIVERPOOL

A very good point. I've not actually seen CD+G discs myself, but it's an interesting idea.

OH NO! IT'S THAT PATHETIC PIRATE!

Here there's a bomb in your office (only joking) anyway piracy rules! If you want any games just drop me a call To... Bob. The great Manchion hall just outside The Palace London.

BOB

Hey, it's that pathetic pirate with another rousing round of jolly japes and piratical wheezes! How exactly does one drop somebody a call? I'm beginning to quite enjoy hearing from Bob. Sad comment on the educational system, though, isn't he?

BITMAPS' NEW OFFICE

I have a very weird question I'd like to get an answer so are you sitting down? Recently while I was in the United States on vacation, I walked into a travel agency in Boston and what did I see? A little sign by a doorbell in the very same building and guess what was written on it? The Bitmap Brothers! Now, am I to believe that, or what?

BJORN HAMMERSEN, DENMARK

As far as I know The Bitmap Brothers are alive and well and living (and working, incidentally) in London. They did have plans to open a Bath office, though... I wonder what happened to that?

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Random Sample

A small snatch of history from August, which was when this mag was created...

HOLIDAY TIME: All but the pitiful hard-working few have flattered their wings and flown off to exotic paradises, such as Cyprus and Portugal. Marcus (Pat Blöchl) and Damien we love you but we've only got 14 hours to finish the magazine.



Will the new digital compact cassettes win out, or will the other new less compact cassettes do the job? We really don't care: what *Amiga Format* wants to know is why, when CDs are outselling vinyl, we're still paying more for them. It's a swindle!

MOVIES

Terminator 2: Judgement Day has to be the movie of the year, and if you haven't seen it yet then you must be completely mad. But if you have seen it, have you noticed the apparent hole in the plot that leaves it wide open for *Terminator 3*?

TELEVISION

MTV (Music Television, to those of you who have never come across it!) celebrated its 10th birthday this month. But do you know which major businesses put up the money for this supposedly rebellious and anarchistic youth channel?

SPORT

The football season has just started, but will the Super League change it all next year? By bizarre coincidence, the high court session that paved the way for the big teams' plans lasted exactly 90 minutes... Still, it could yet prove to be a game of two halves.

HISTORY

New evidence suggests that America was not discovered by Chris Columbus sailing the ocean blue in 1492, but by a bloke from Bristol 20 years before. But maybe the Vikings got there first. Did you know that there was a Viking called Thordar Skullsplitter? Honest! And that most of them were Christians?

NEWS

We've just had a coup in Russia and a bit of a revolution too. Funny, though, how nobody ever seems to say "Oh, Nostradamus predicted that" any more. The art of prophecy ain't what it used to be.

SCIENCE

They've just discovered circles in the dust of the Tokyo underground that they believe may be created the same way crop circles are: air vortices and odd electrical disturbances. Anyone remember a *Horizon* programme where a guy created a ball of lightning in a lab by crushing granite blocks? See you at Stonehenge to meet the aliens...

WHO SAID THAT? 5

The quote on the Contents page of Issue 25, "The greater the lie, the greater the chance it will be believed", is a touch of Adolf Hitler from his famous pulp fiction work *Mein Kampf*. Why on earth was it there? Well, it's a very long story...

WHO SAID THAT? 7

To get your chance to win a special *Amiga Format* T-shirt (as seen on the Mail Order pages: yes, you can buy them now!), simply identify the quotation on the Contents pages and tell us who said it and where. Entries on a postcard, please, to Who Said That? 6, *Amiga Format* at our Bath address before October 10 and the first correct answer out of the metaphorical hat gets the T-shirt.

SPOT THE SHOT 4

The game in question was *Tangram*, correctly identified by Deborah Floyd who wins a special *Amiga Format* T-shirt. Congratulations!

SPOT THE SHOT 6



You could win a special *Amiga Format* T-shirt if you identify the game that this is a small portion of and send the answer on a postcard to Spot the Shot 6, *Amiga Format* at our Bath address before October 10. First correct answer out of the metaphorical hat gets the prize.

NEXT MONTH

The hideously exciting Issue 28 of *Amiga Format* will feature a revealing glimpse into the world of games programming. Expect some extraordinary insights as we uncover the technicalities of how graphics for games are brought to the screen. To accompany this, on the disk will be a playable demo of *ImageWorks' First Samurai*, possibly the most sophisticated example of the game programmer's art ever to appear. There will also be a playable demo of Domark's *MIG-29 Super Fulcrum* for all you flight sim fans, plus the first in a new series of hardware buying guides and a comparison of several alternative input devices.



THE DOORS

THE SEVERED GARDEN (ADAGIO)
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PEOPLES' INSTINCTIVE TRAVELS...

AMIGA FORMAT

218

OCTOBER 1991

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And of course Issue 28 is likely to sell out even more quickly than the magazine normally does. It'll be carrying all the usual news and reviews plus the stunning *First Samurai* demo from *Imageworks* will be on the Coverdisk..

The best way to make sure you get your sticky mitts on this exciting issue is to cut out or photocopy the coupon on the right, fill it in, take it down to your newsagent and make sure he saves you a copy. Don't forget!

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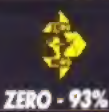
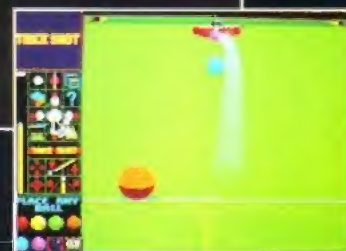
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